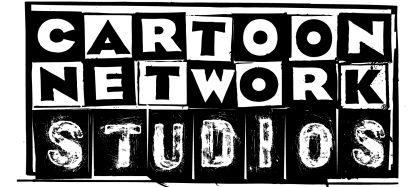




# “Story Telling” 1002-030 Network Pitch



Date 03/24/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 03/24/10
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time with Finn & Jake Create  
Pendleton Ward

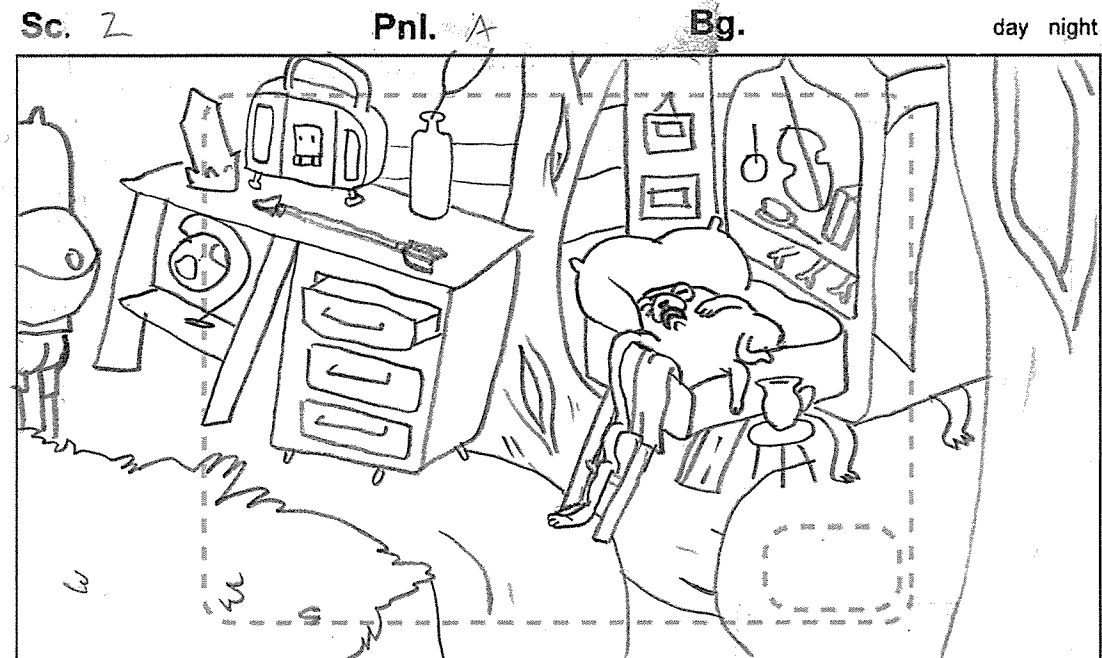
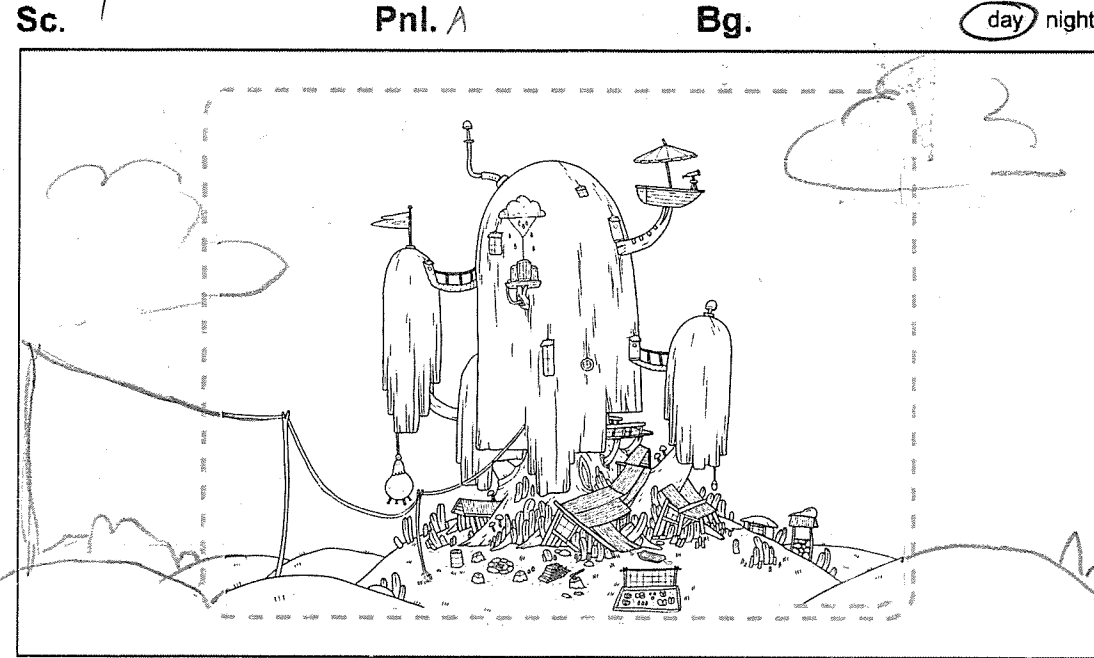
Creative Director  
Pat McHale

Storyboard by  
Ako Castuera & Thomas Herpich

# ADVENTURE TIME



Page 1



Dialog:

(Vo) JAKE \* GROAN! \*

JAKE \* Groan! \*

Action:

ext. treehouse daylight

Timing:

EPISODE #

100230

Production :

ADVENTURE TIME



Sc. 3

Pnl. A

Bg.

day night

Sc. 3

Pnl. B

Bg.

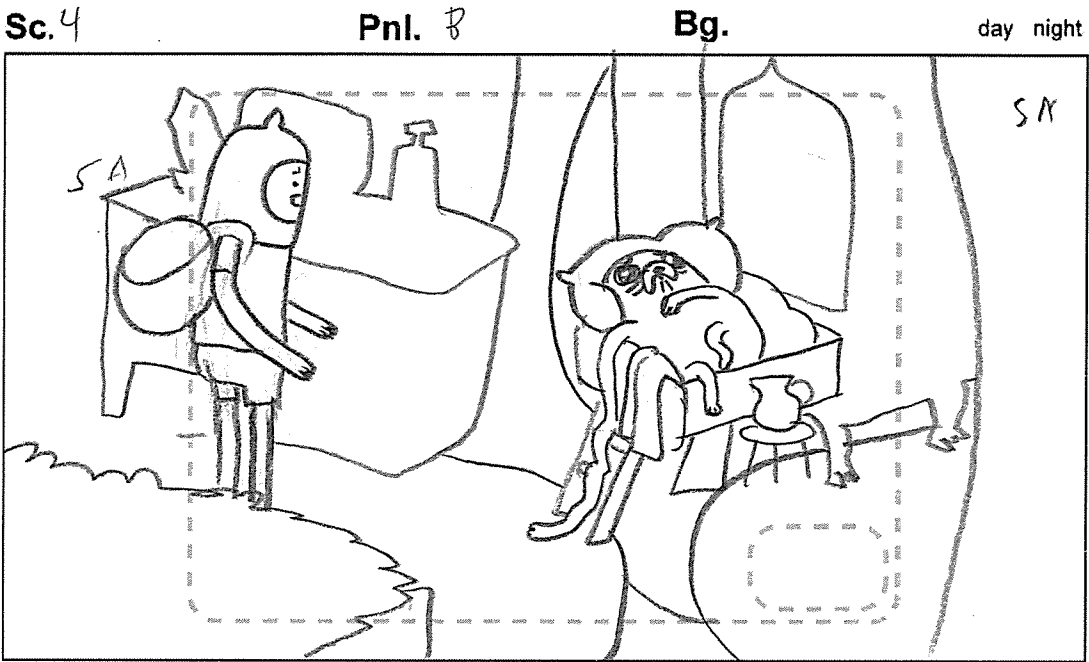
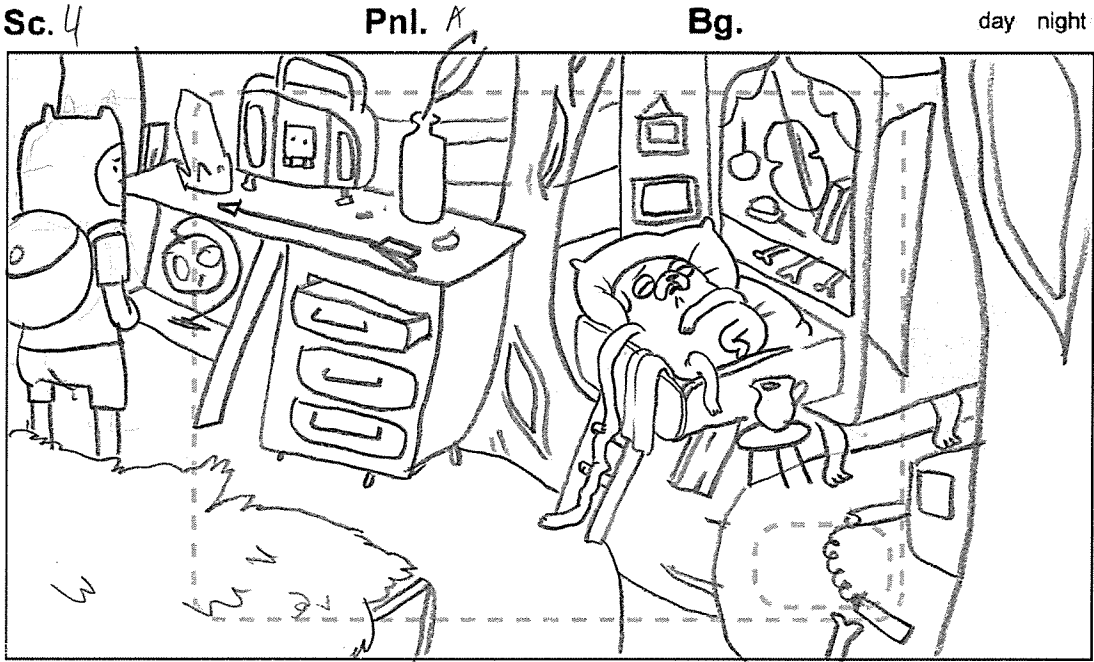
day night

Dialog:	J Blankie me....	J Blankie me finn
Action:		
Timing:		

EPISODE # 100230

Production :

ADVENTURE TIME



Dialog:	Jake (whimpering)	(Finn) I'll get your blanket dude. where is it?
Action:		
Timing:		

100230

EPISODE #

Production :



# ADVENTURE TIME



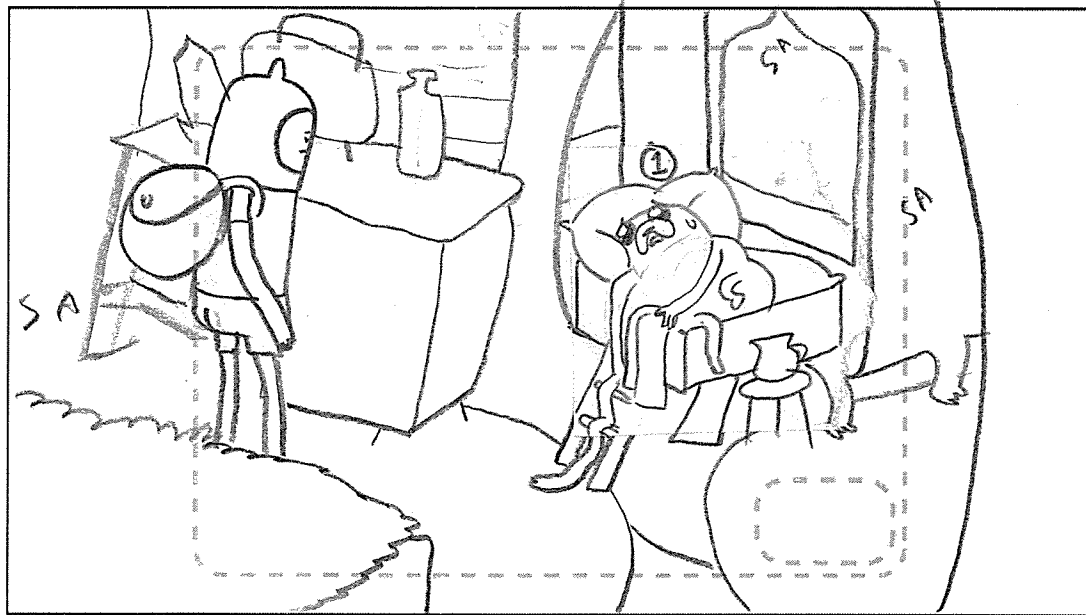
Page 4

Sc. 4

Pnl. C

Bg.

day night

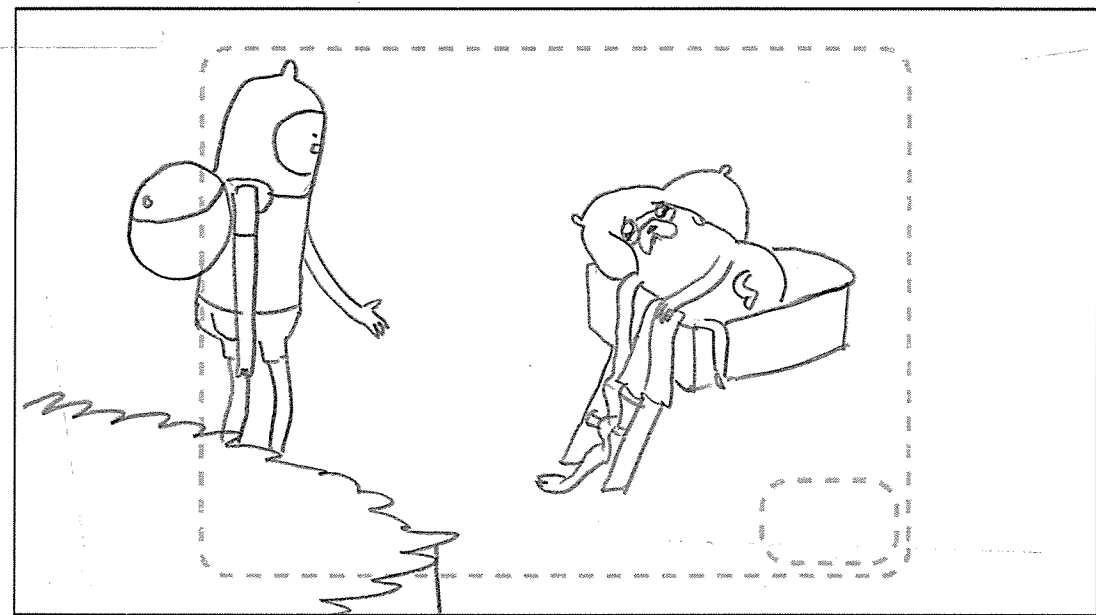


Sc. 4

Pnl. D

Bg.

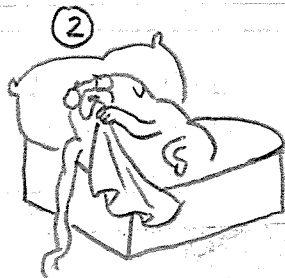
day night



Dialog: ① Right here

② why don't you just get it yourself?

Action:



cycle x 2  
Jake waves  
his blanket

Timing:

100230

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 5

Sc. 5

Pnl. A

Bg.

day night

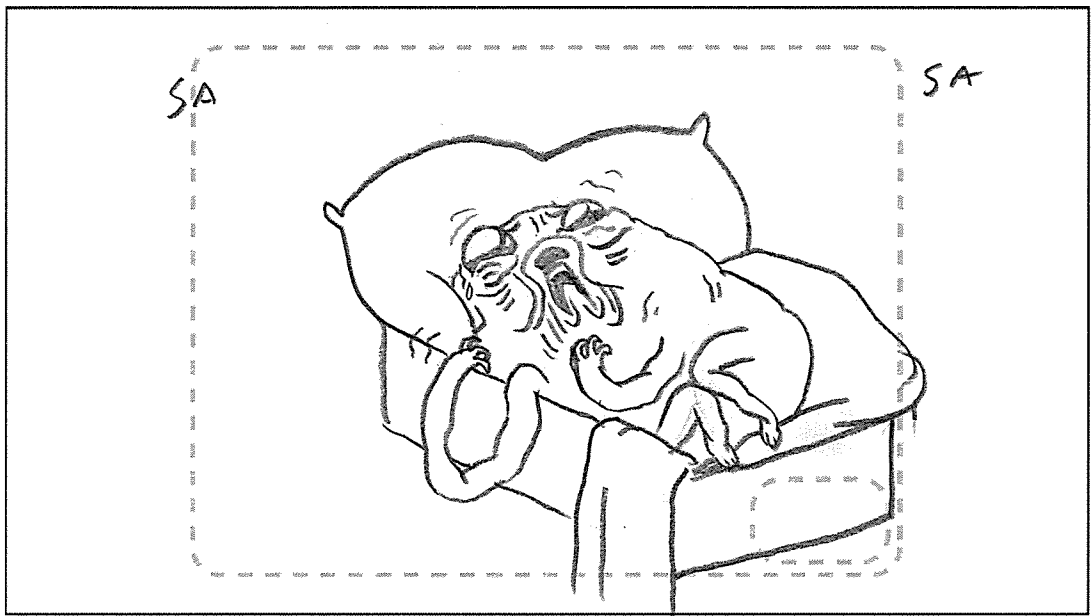


Sc. 5

Pnl. B

Bg.

day night



Dialog:

JAKE Because I'm

J siiiick!

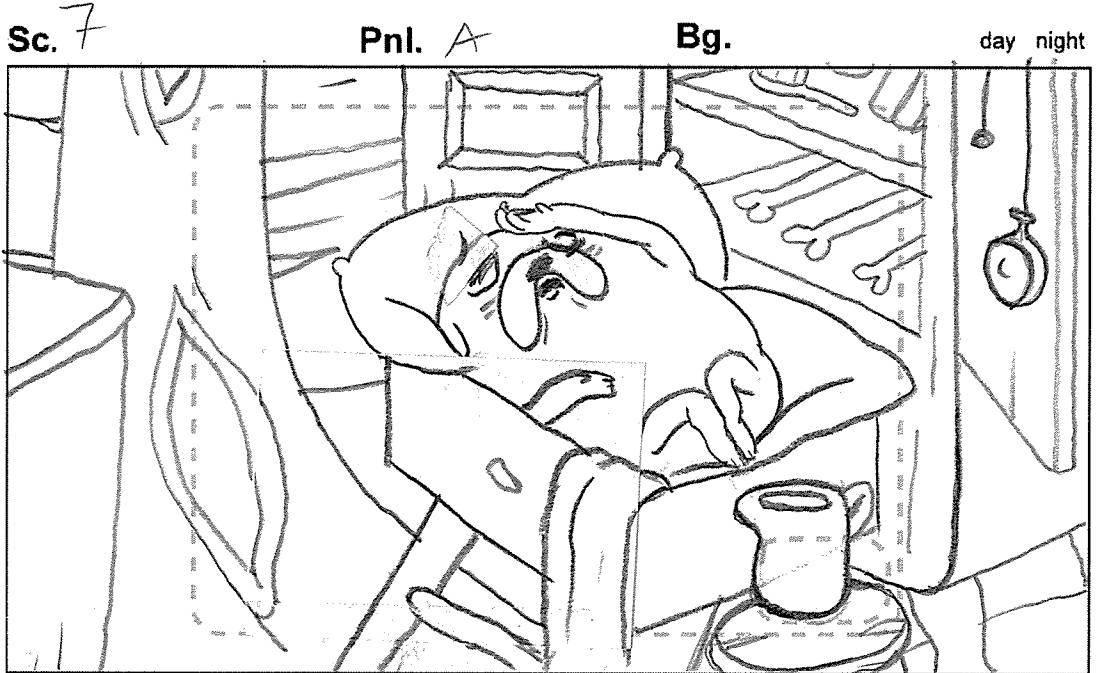
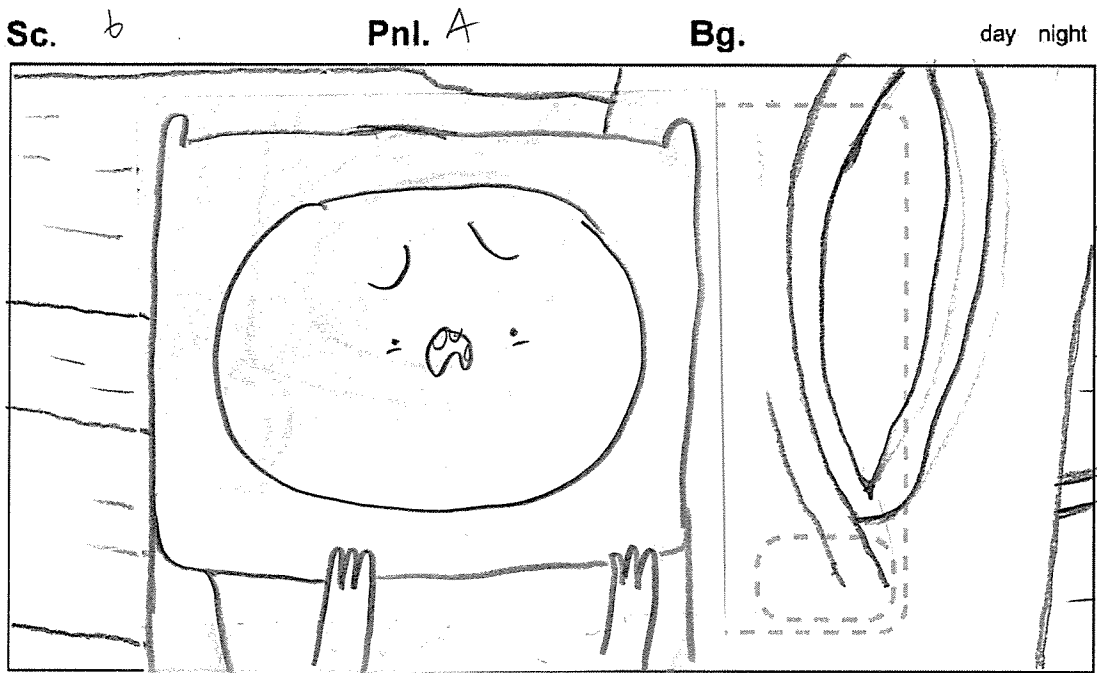
Action:

Timing:

EPISODE # **100280**

Production :

ADVENTURE TIME



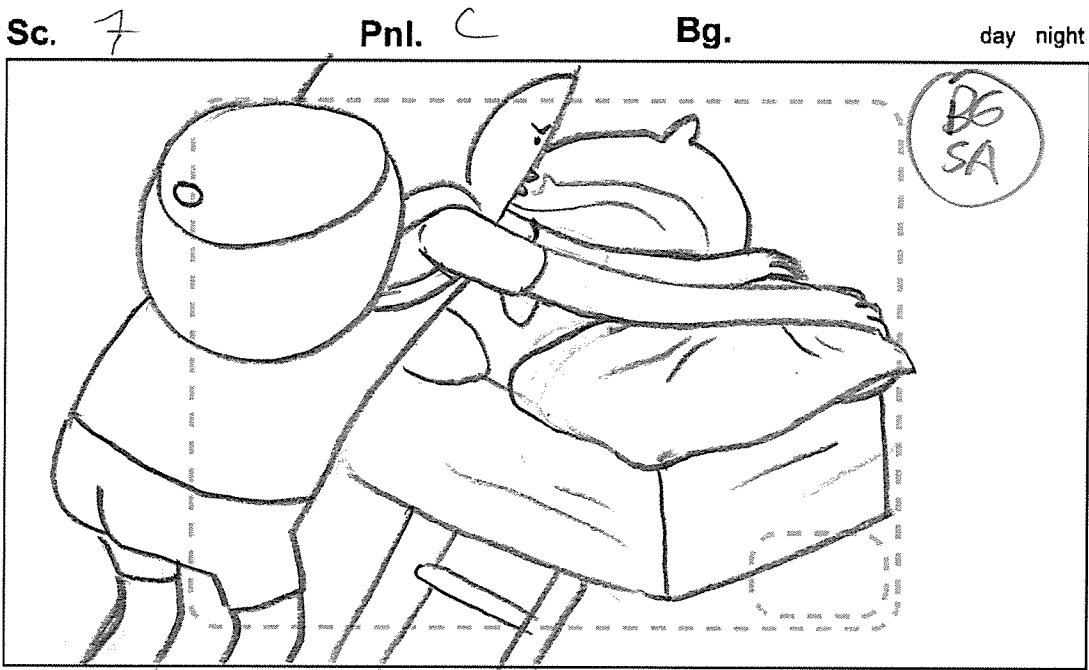
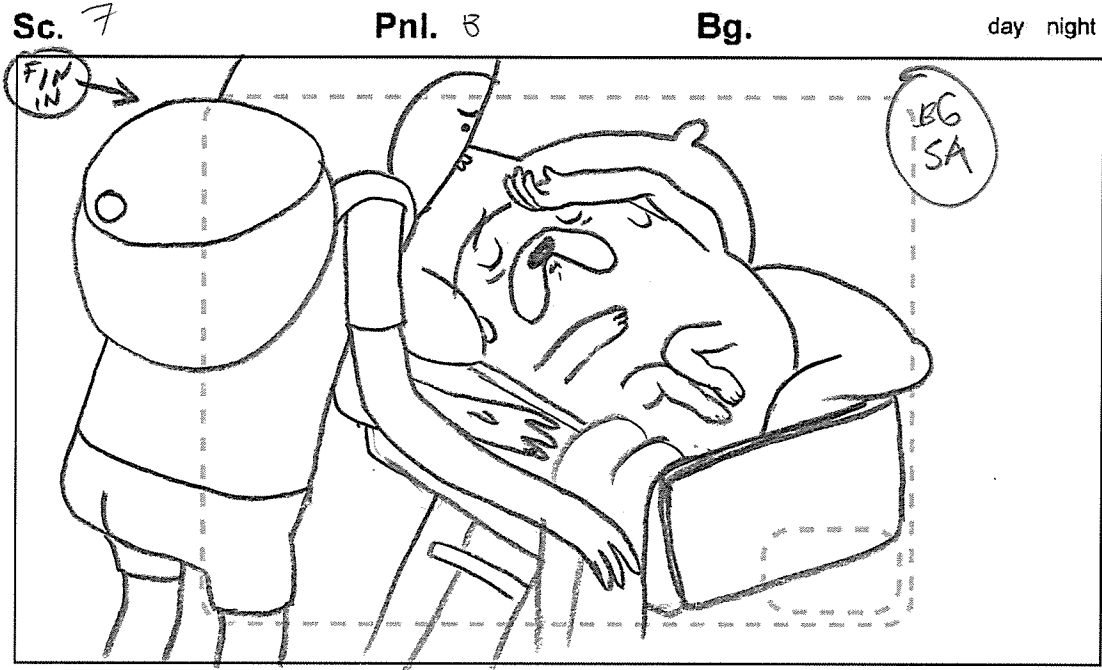
Dialog:	F: Aw !! POOR Guy!	① *Whimper *
Action:		
Timing:		

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F: Lemme cover...	..You up..
Action:		
Timing:		

EPISODE # 100230

Production :

# ADVENTURE TIME



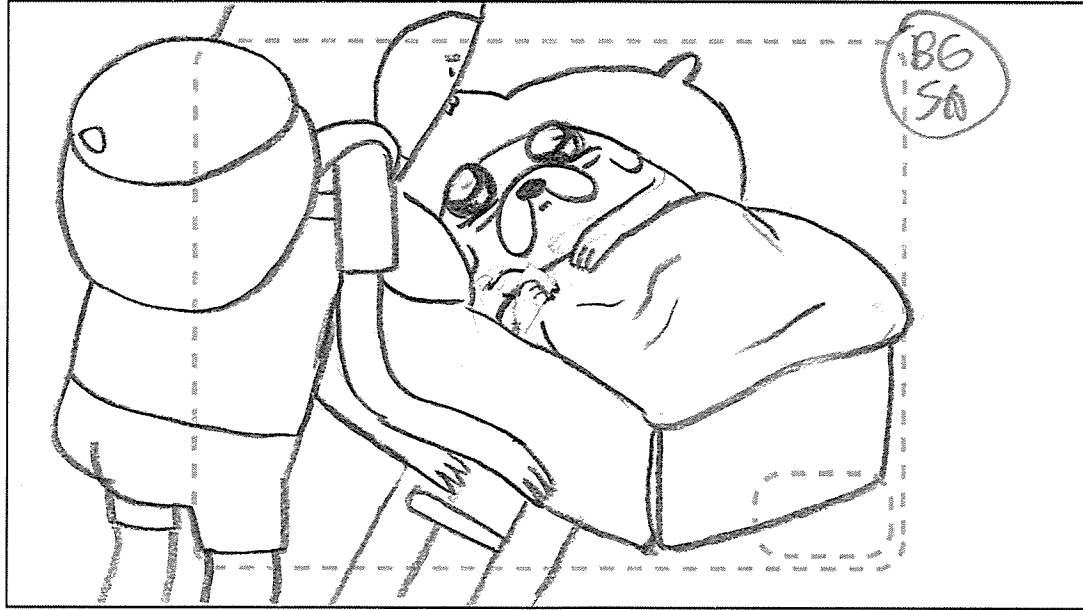
Page 8

Sc. 7

Pnl. D

Bg.

day night

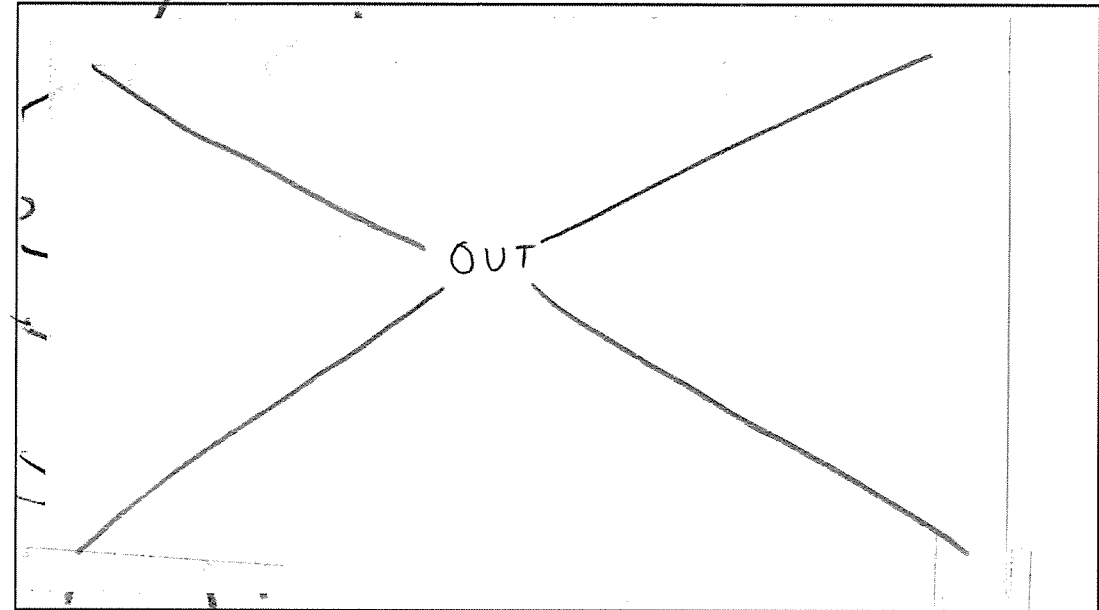


Sc. 7

Pnl.

Bg.

day night



Dialog:  
(F) You feel better now?

Action:

Timing:

EPISODE #  
100230

Production :

# ADVENTURE TIME



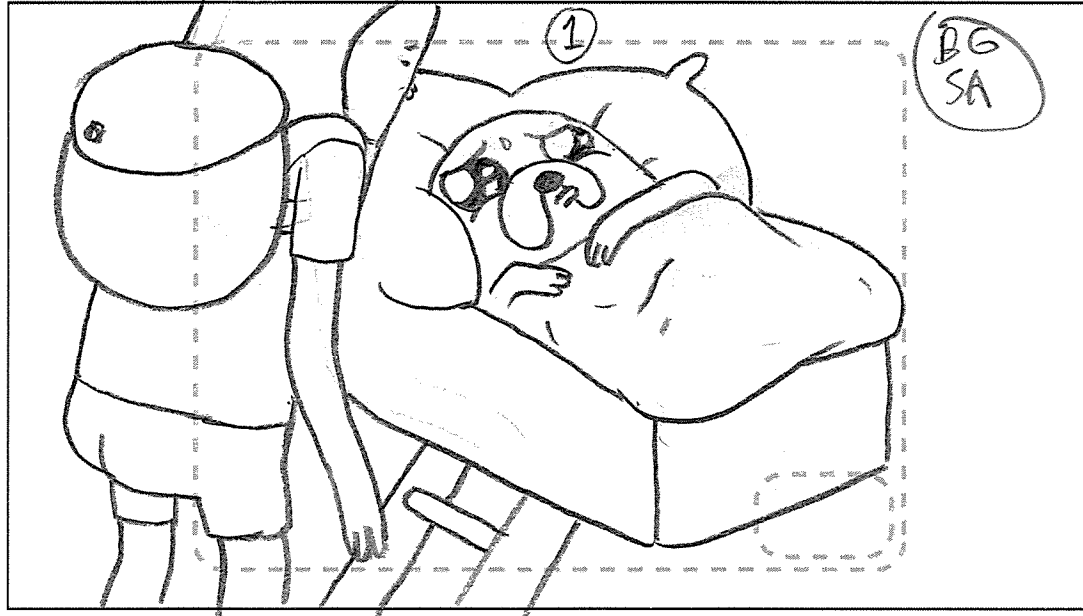
Page 9

Sc. 7

Pnl. E

Bg.

day night

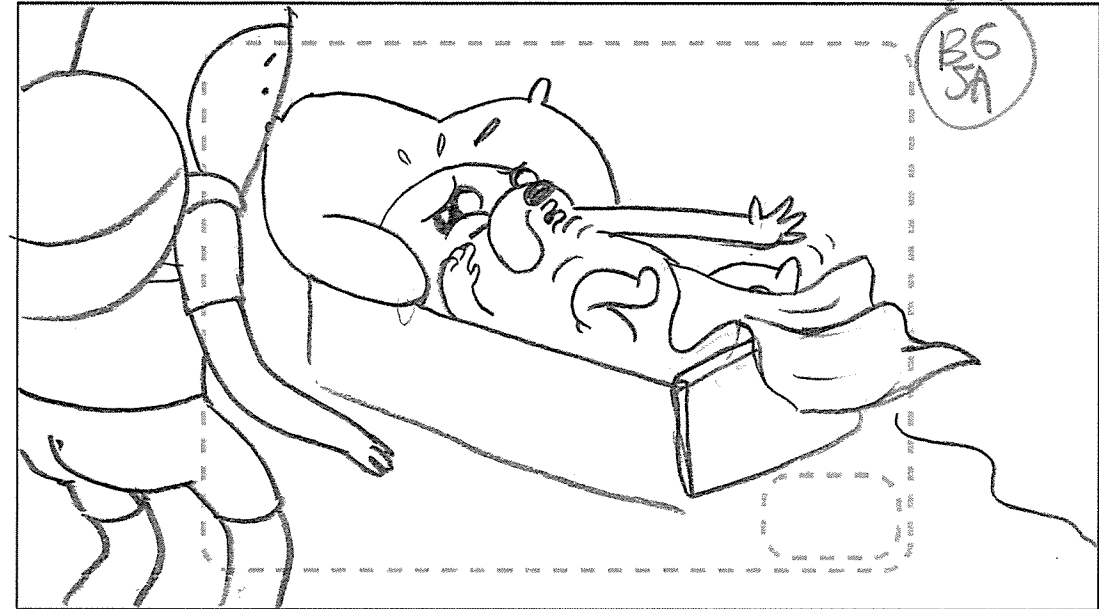


Sc. 7

Pnl. F

Bg.

day night



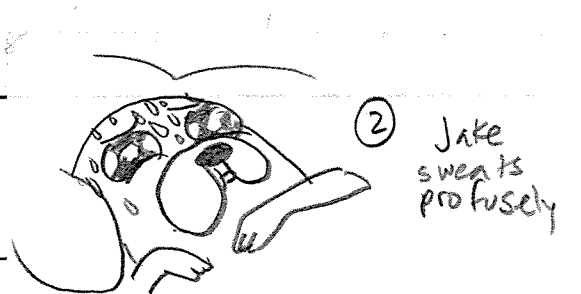
Dialog:

Jake (heavy breathing)

2 sfx boiling sound

5 NYoh! too hot!

Action:



Jake kicks blanket off & out

Timing:

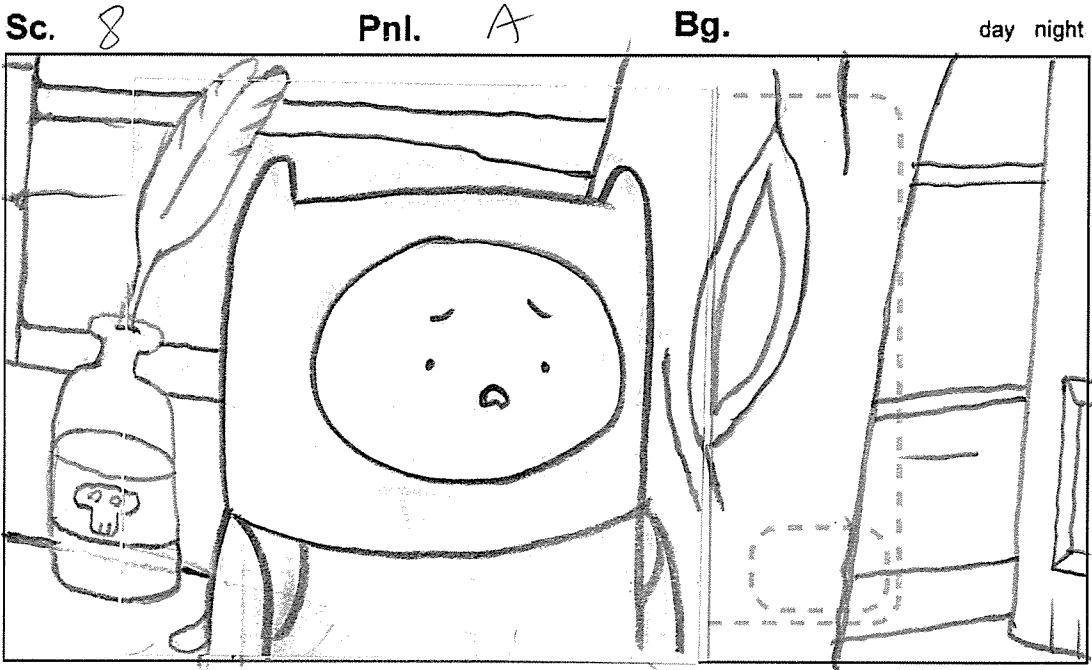
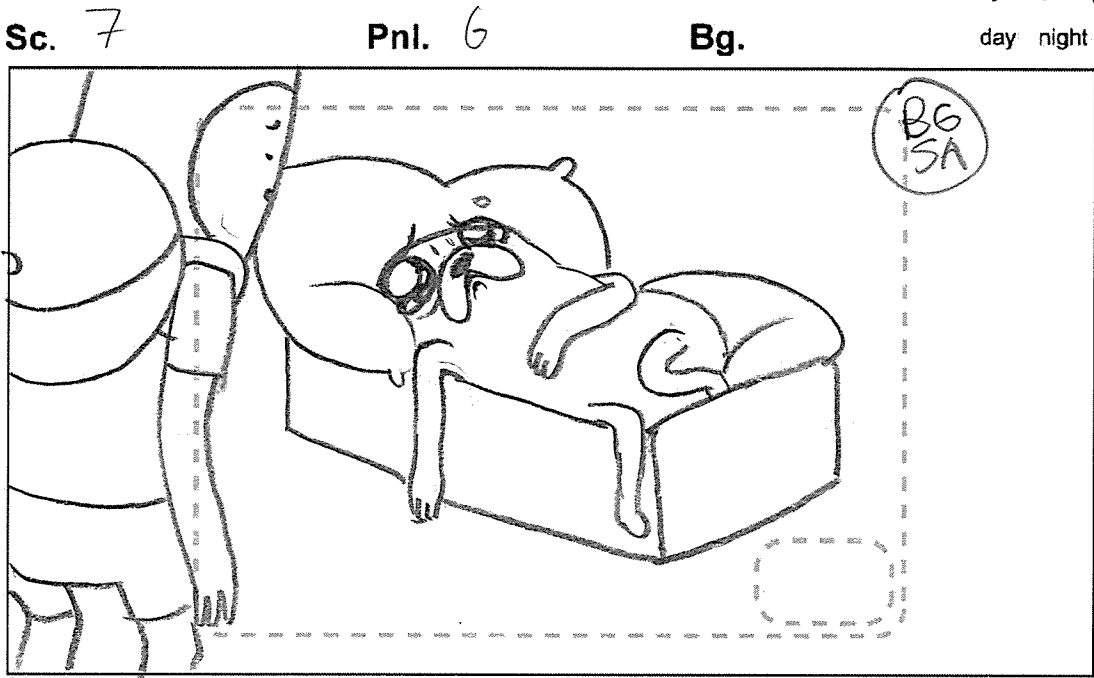
EPISODE # 100230

Production :

Blanket out

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

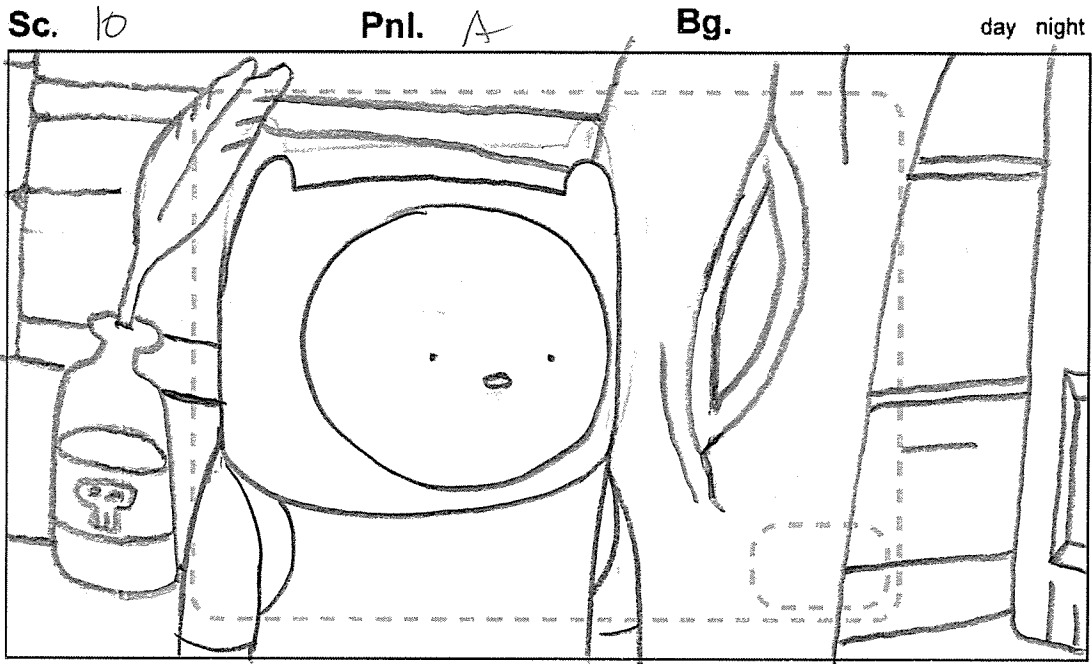
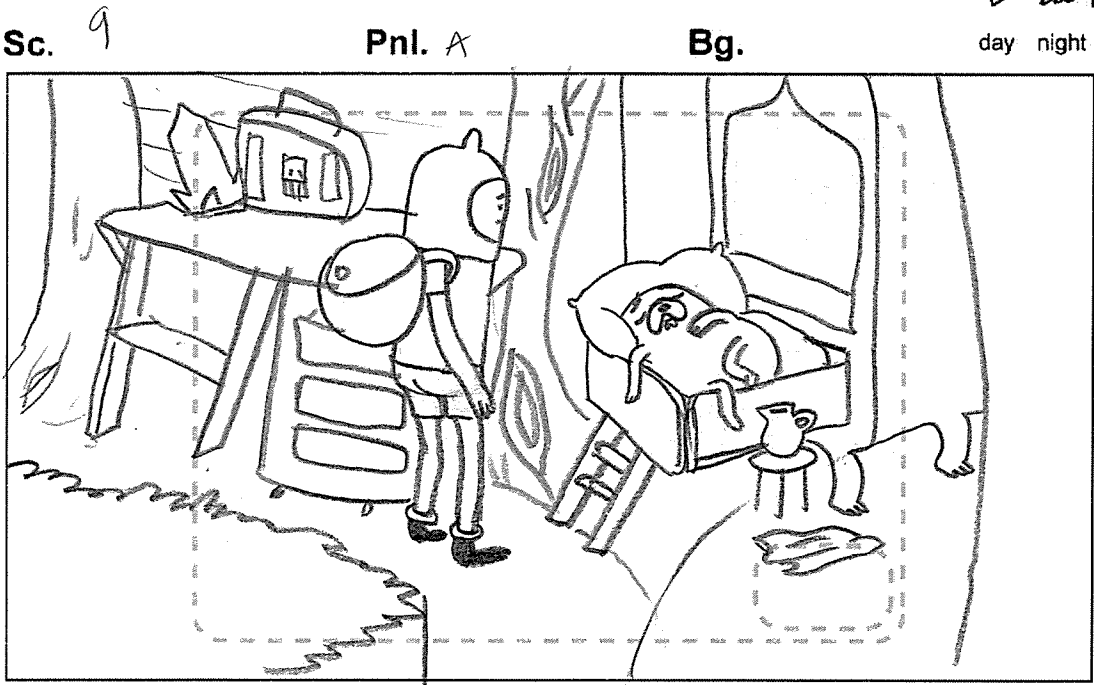
ADVENTURE TIME



Dialog:	(J) * Whine *	(F) Oh man, Jake! Is there anything I can do to make you feel better?
Action:		
Timing:		

EPISODE # 100230  
Production :

ADVENTURE TIME



Dialog:	J... Rubbie... me	F: YOU want me to.. <u>RUB</u> YOU?
Action:		
Timing:		

EPISODE # 100230

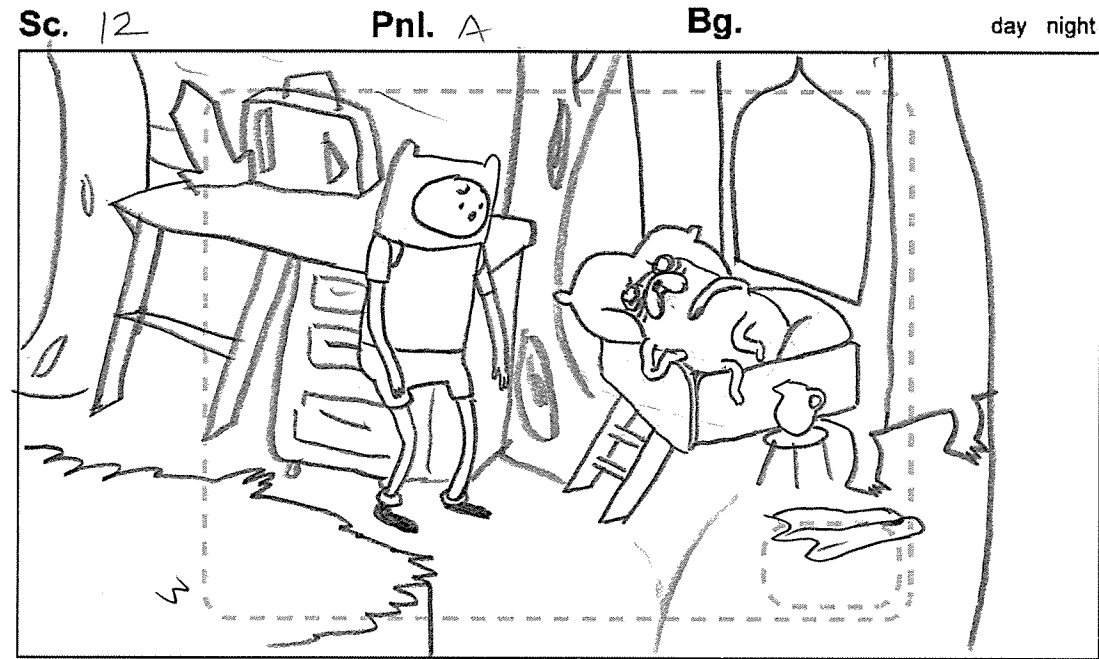
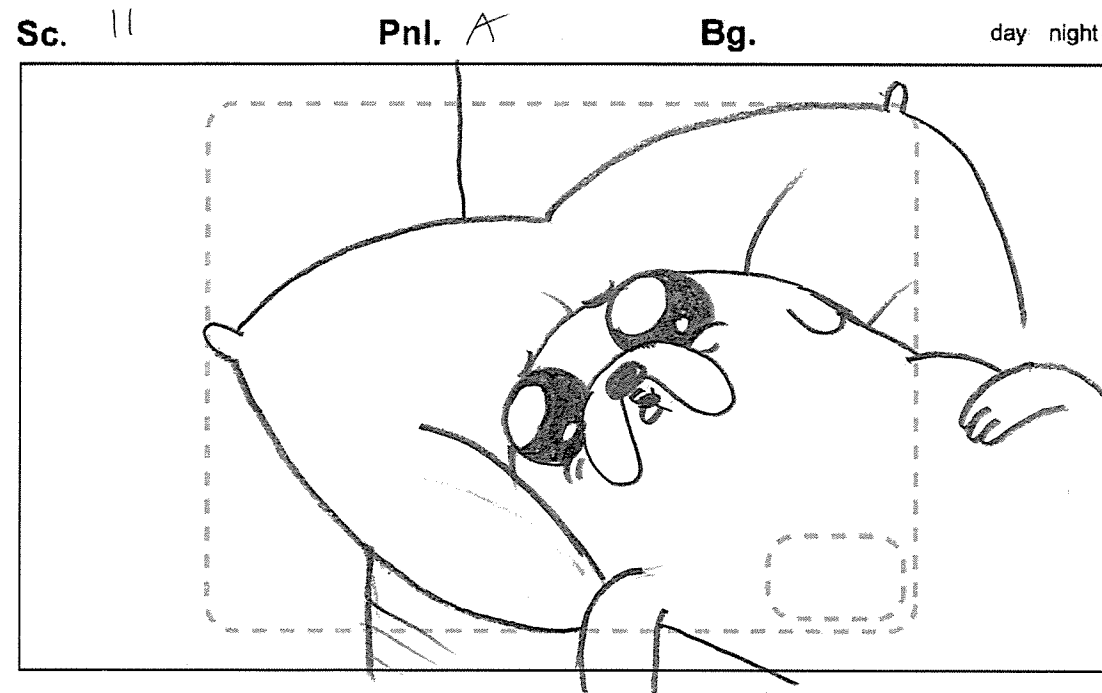
Production :



# ADVENTURE TIME



Page 12



Dialog: (J) Yeah! Finny rubby JAKE! (F) ..O-KAY.. If it'll make you feel better  
(whiny)

Action:

Timing:

EPISODE #

Production :

100220

# ADVENTURE TIME



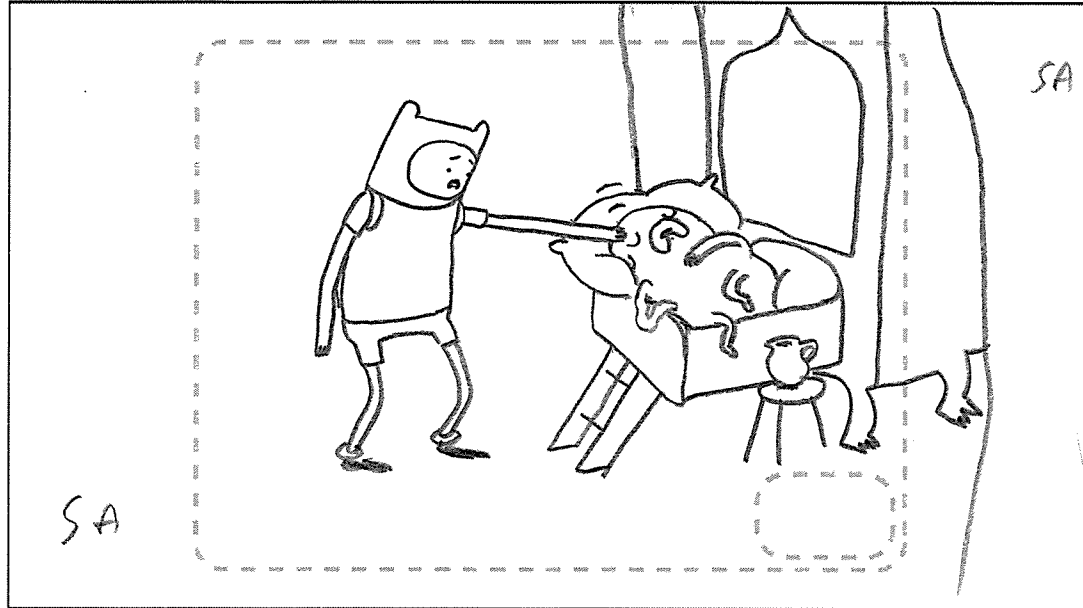
Page 13

Sc. 12

Pnl. 8

Bg.

day night

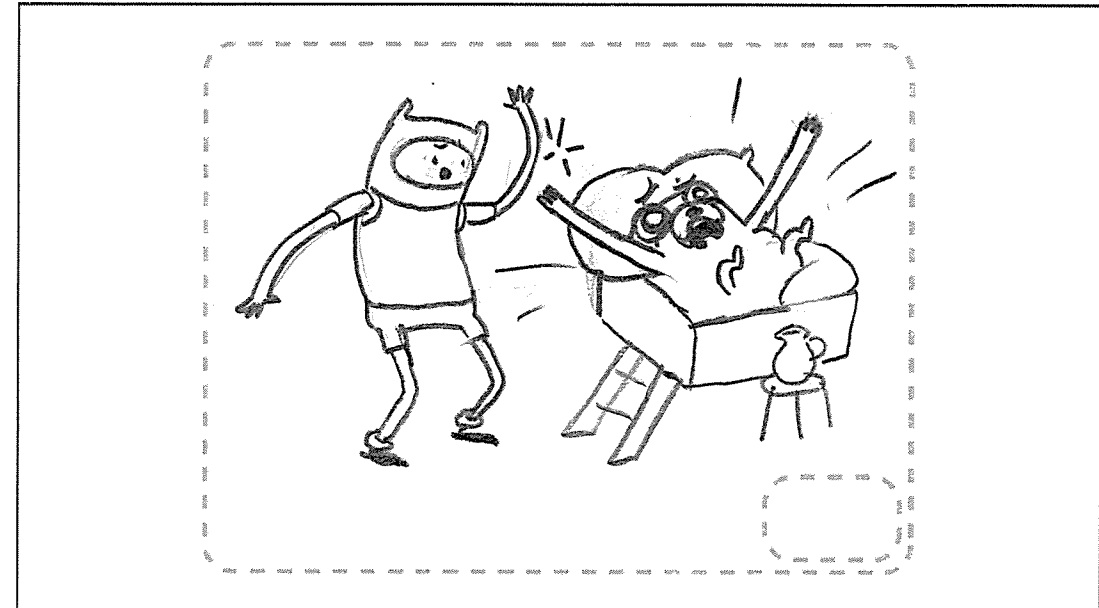


Sc. 12

Pnl. C

Bg.

day night



Dialog: (F) There-there

(J) it's not working!

Action: F pats Jake on the face

Jake smacks Finn's arm away as he suddenly extends his arms

Timing:

EPISODE #

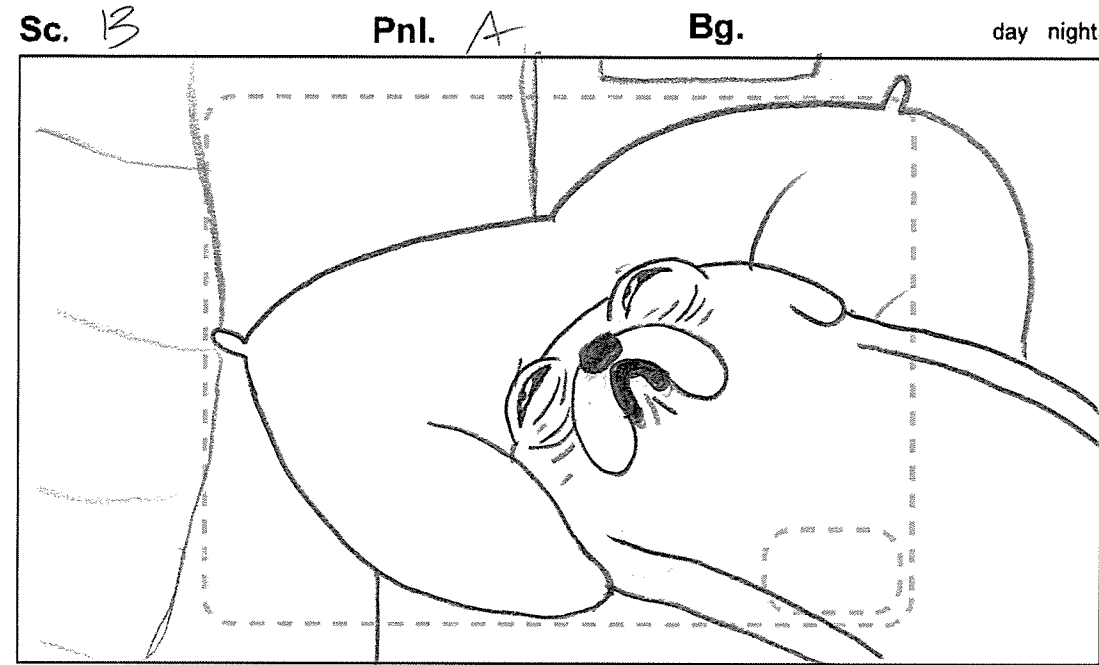
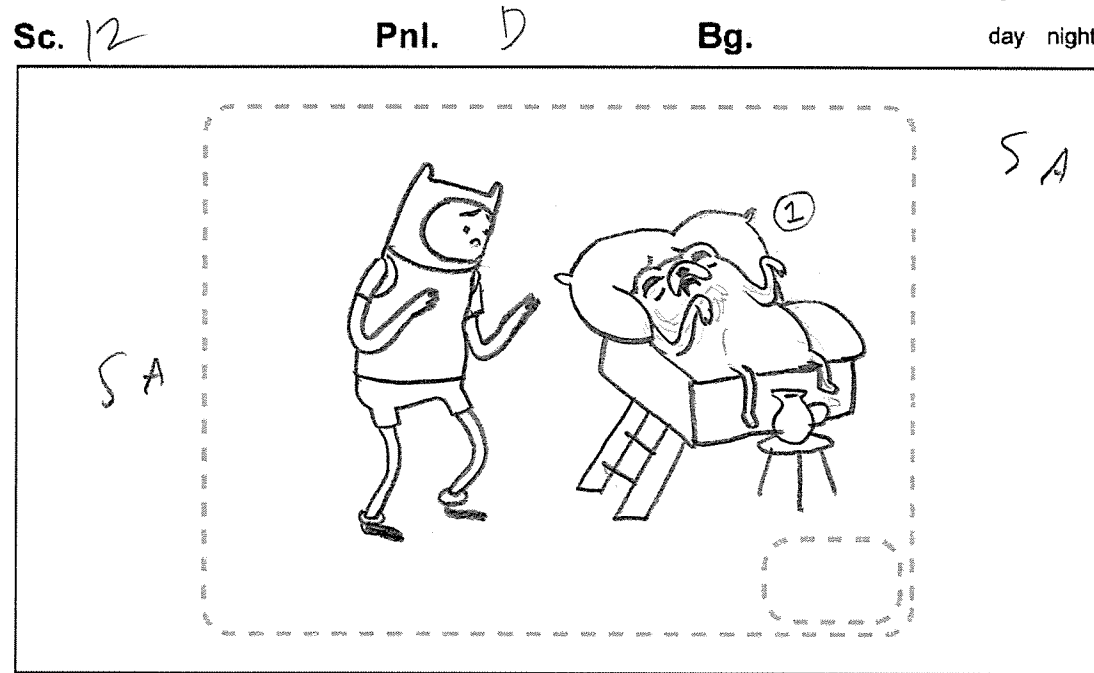
**100230**

Production :

# ADVENTURE TIME



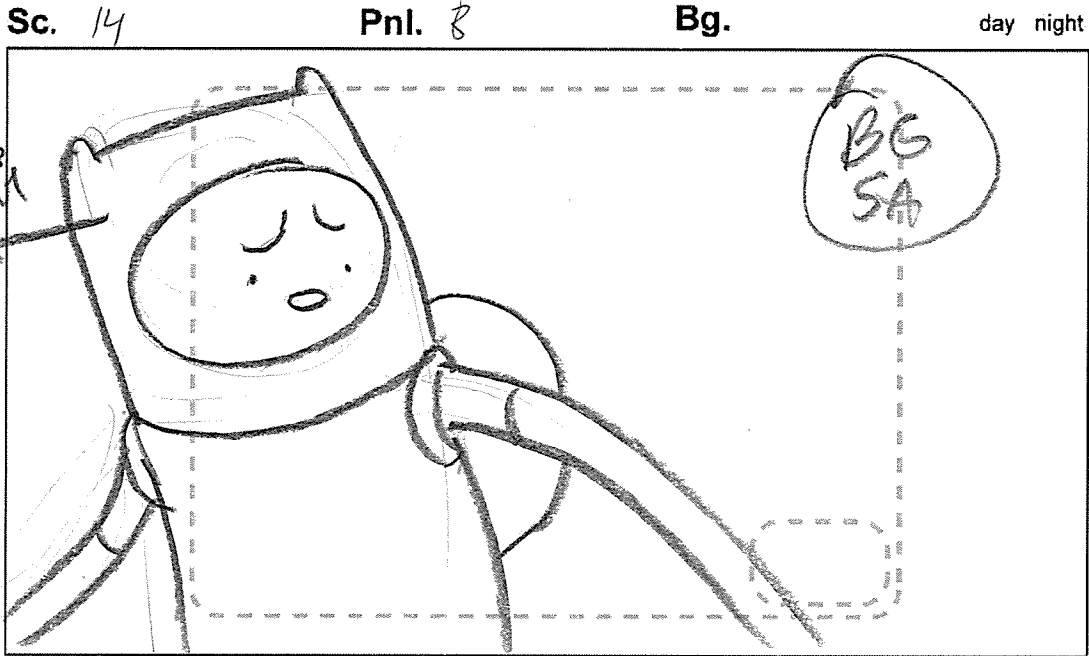
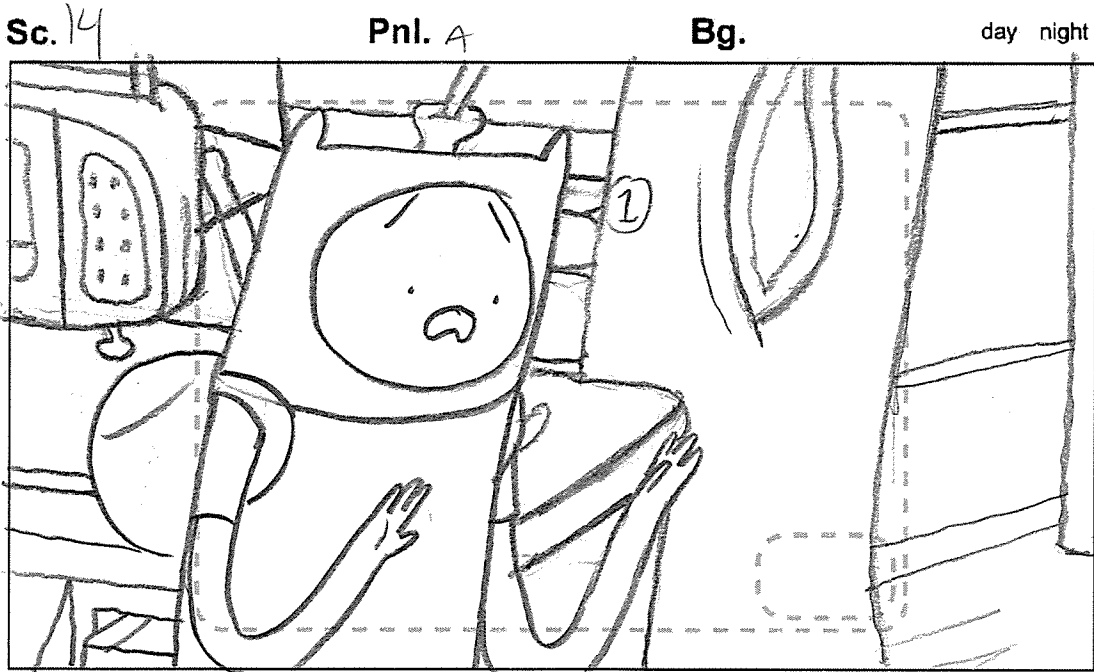
Page 74  
day night



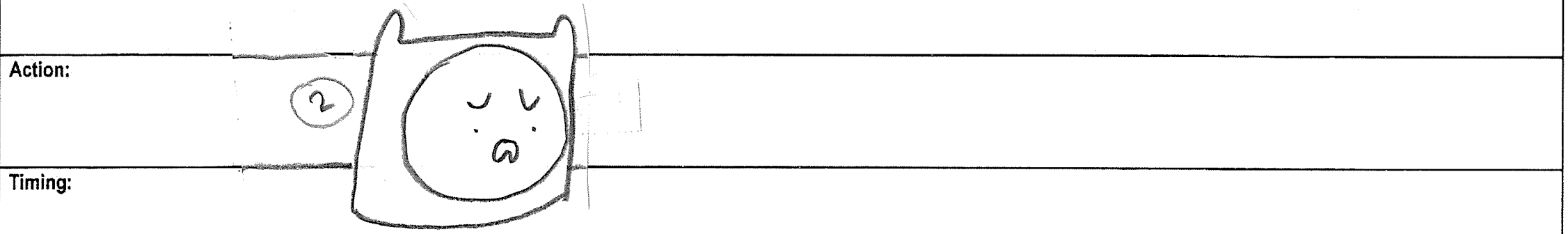
Dialog:	<u>(J) I'm still sick.. so SICK!</u>	<u>(J) soup me finny -</u>
Action:		
Timing:		

Production :  
EPISODE # 100230

ADVENTURE TIME



Dialog: F: OK<sup>①</sup> JAKY! I mean JAKE DUDE! <sup>②</sup> (F) HOLD ON - I'll be right back-



Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 16

Sc. 15

Pnl. A

Bg.

day night

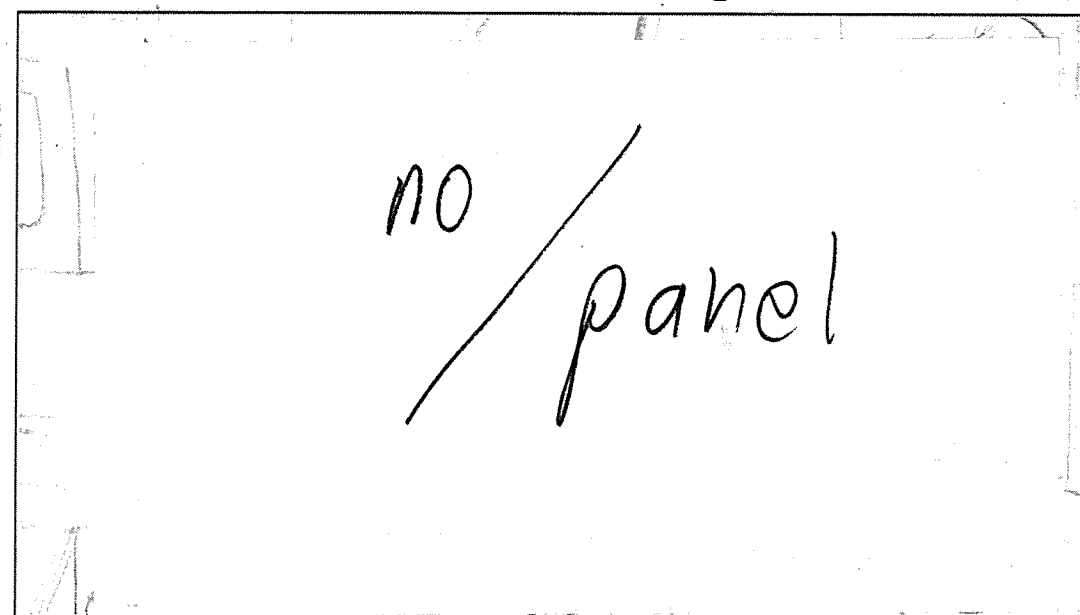


Sc.

Pnl.

Bg.

day night



Dialog:

(Take) \*mouth breathing / whine \*

(F) So up-Flavored Soup-Cure comin' on through

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



Page 16A

Sc. 16

Pnl. A

Bg.

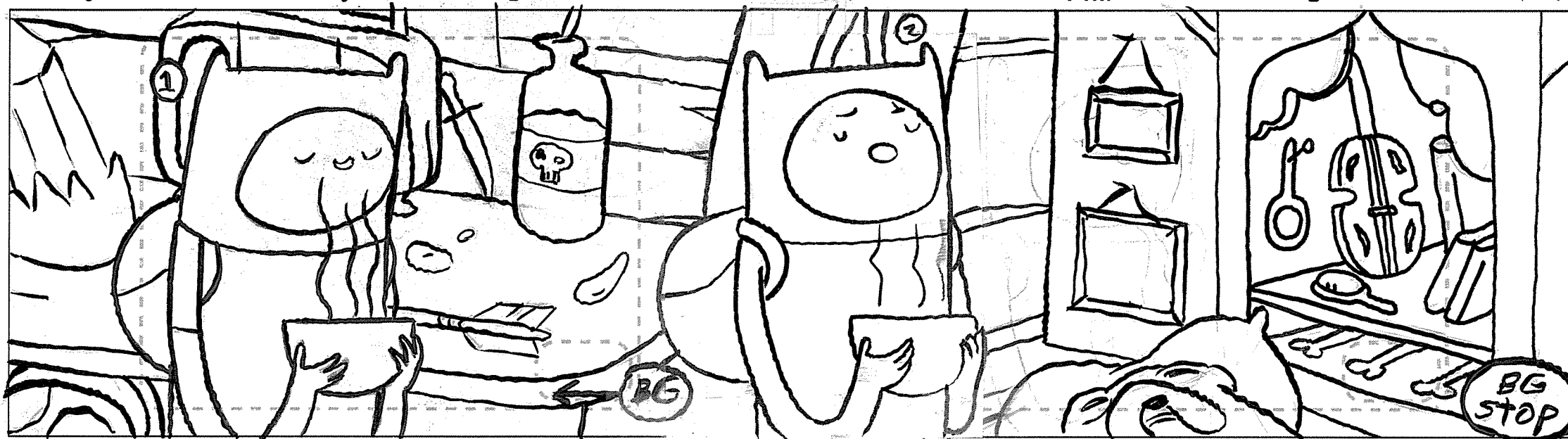
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) ① soup Flavored cure  
comin' on through

② Yeah!

Action:

(Track Finn) —————→

Timing:

EPISODE # 100230

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

no / panel

Sc. 17 Pnl. A Bg. day night

Dialog:	~ YEAH!	(F) open wide...
Action:		
Timing:		

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

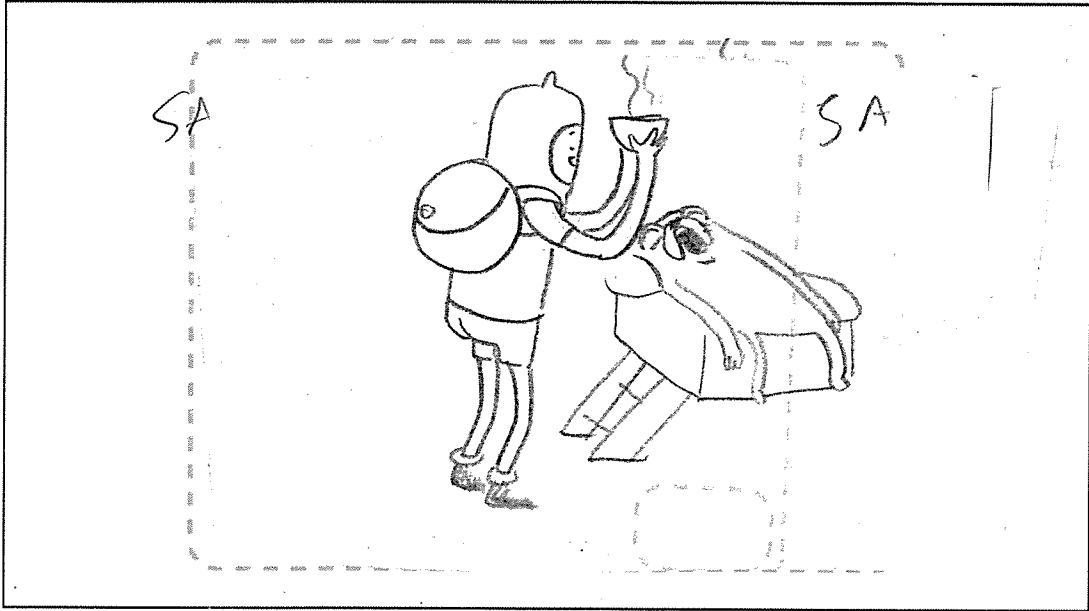


Sc. 17

Pnl. B

Bg.

day night

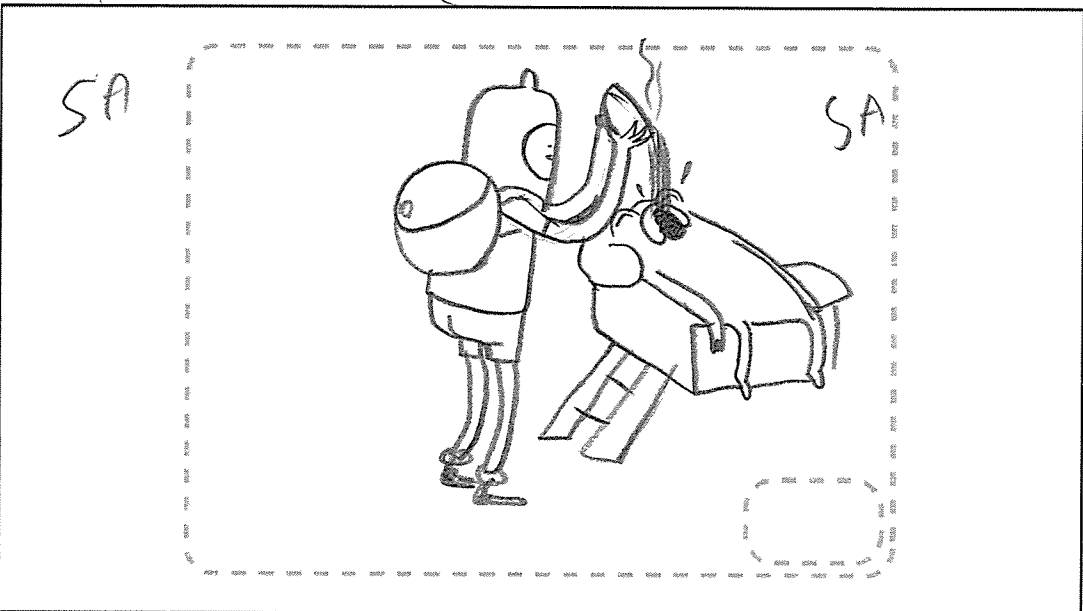


Sc. 17

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

100230

EPISODE #

Production :



# ADVENTURE TIME

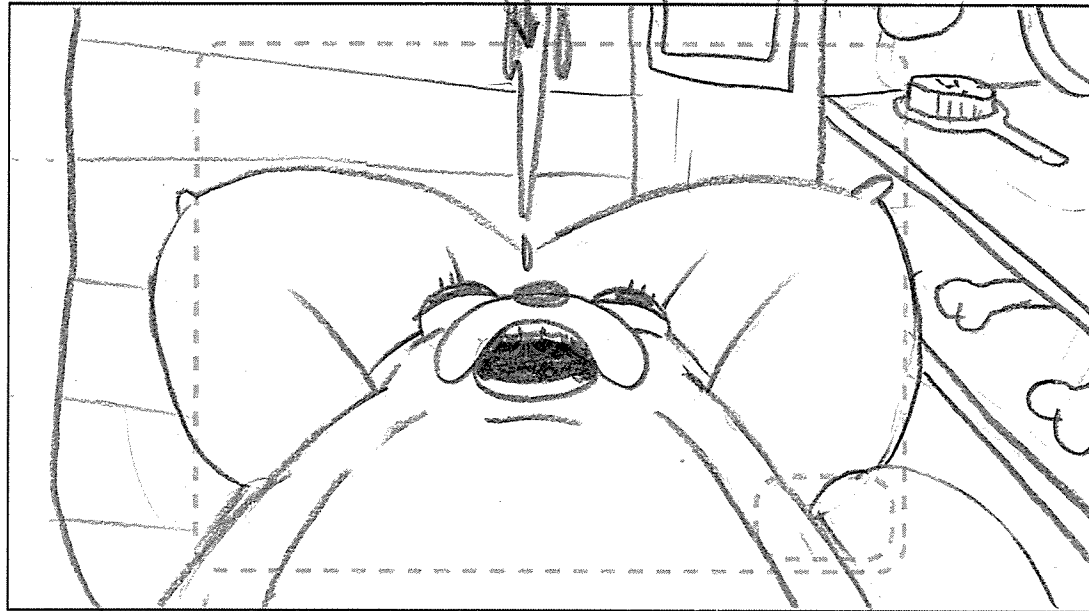


Sc. 18

Pnl. A

Bg.

day night

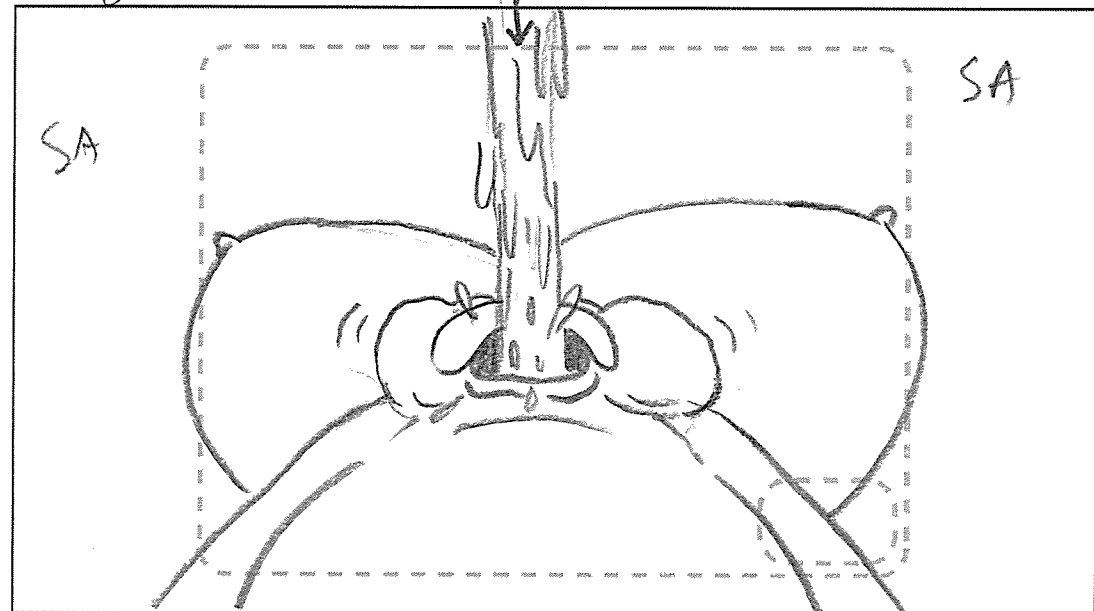


Sc. 18

Pnl. B

Bg.

day night



Dialog:

SOUP

\*Glug glug glug\*

\*splishy splash\*

Action:

Timing:

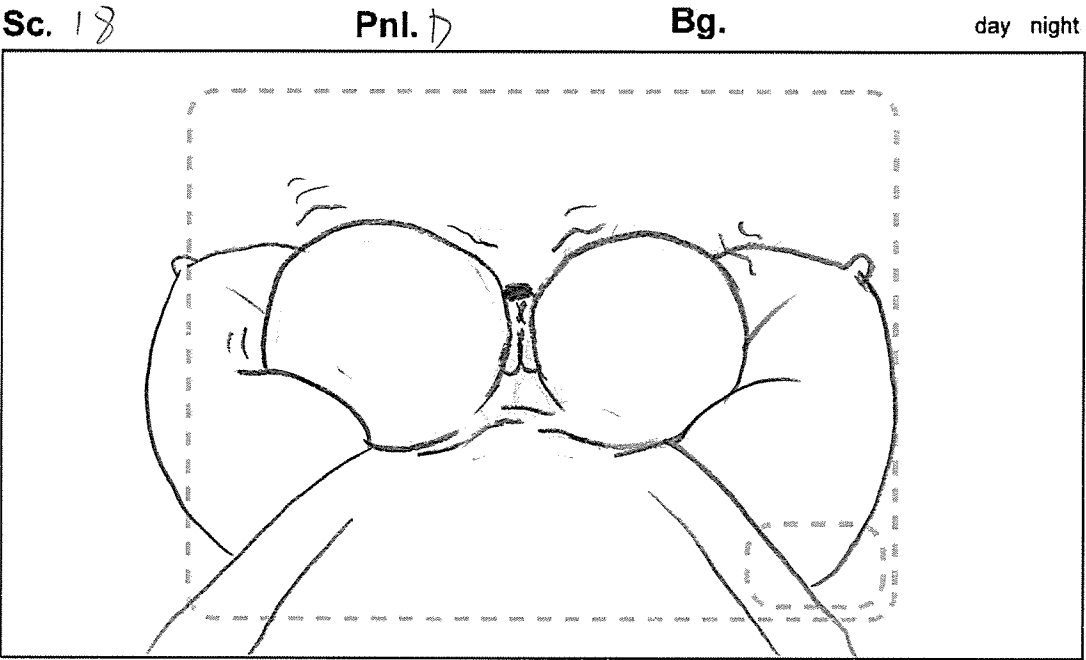
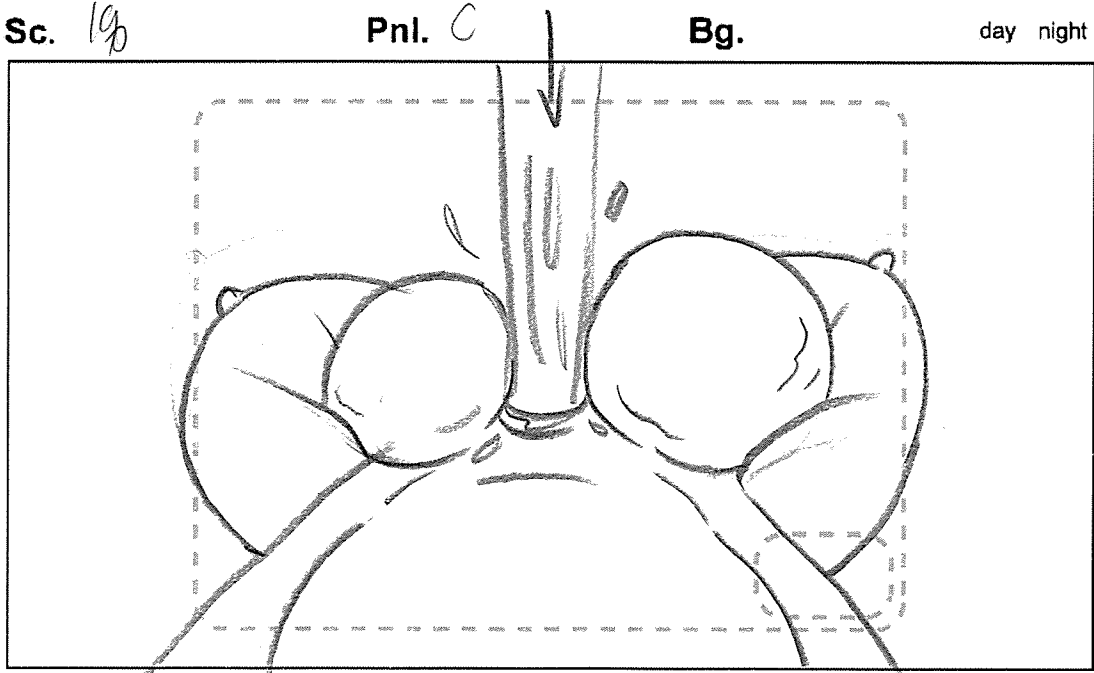
EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

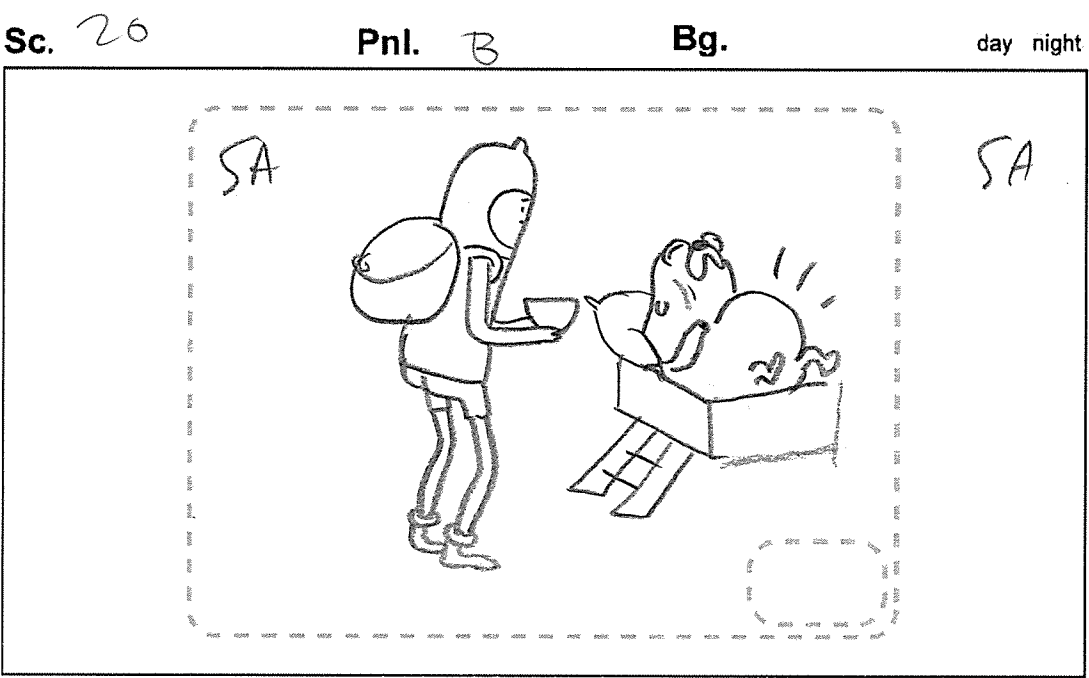
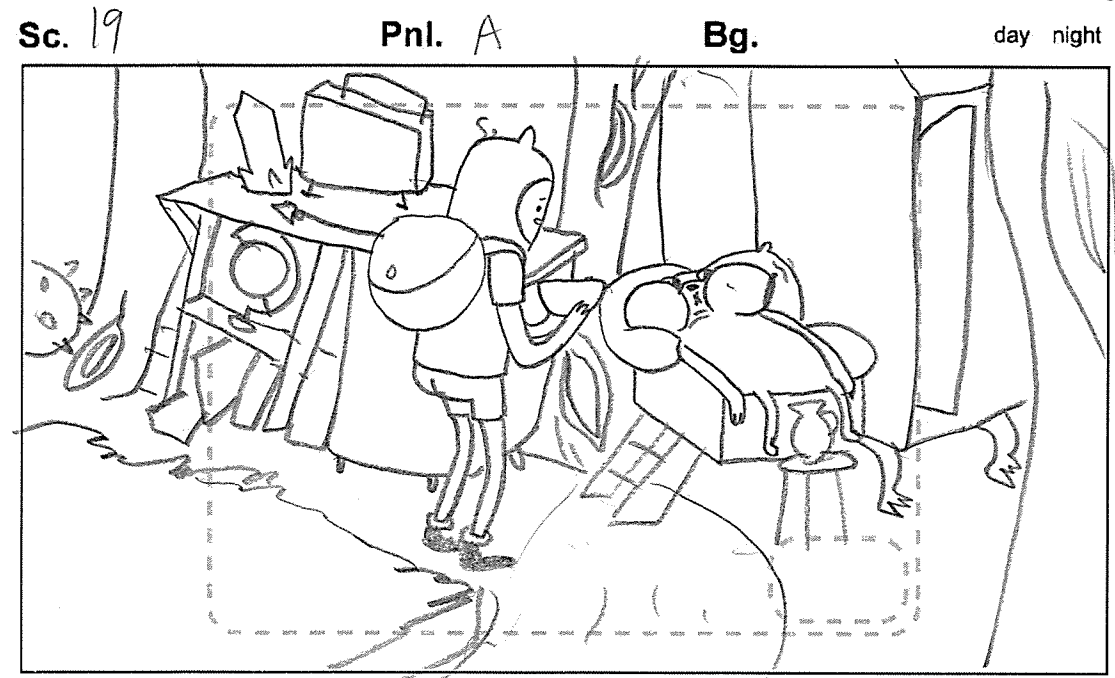


Dialog:	(*Glug Glug Glug!*)	(* liquidy sounds*)
Action:	soup pouring into Jake's mouth	Jake's cheeks wobble
Timing:		

EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(F) Do You feel better now?	(J) vlp!
Action:		
Timing:		

EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

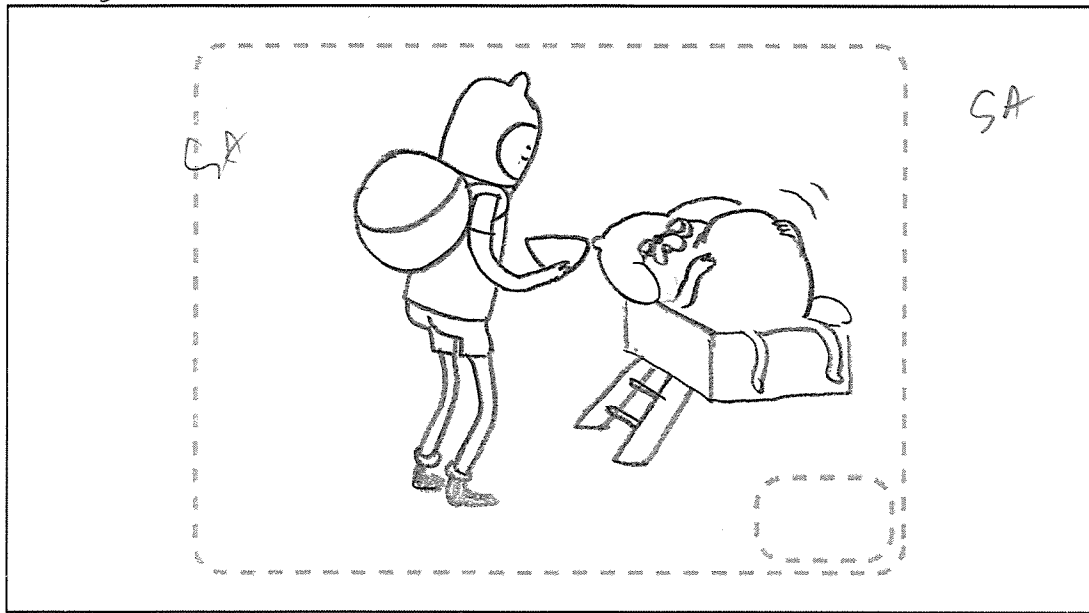


Sc. 20

Pnl. C

Bg.

day night



Sc. 21

Pnl. A

Bg.

day night



Dialog:	(J) (Beat)	(J) yes.
Action:		
Timing:		

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

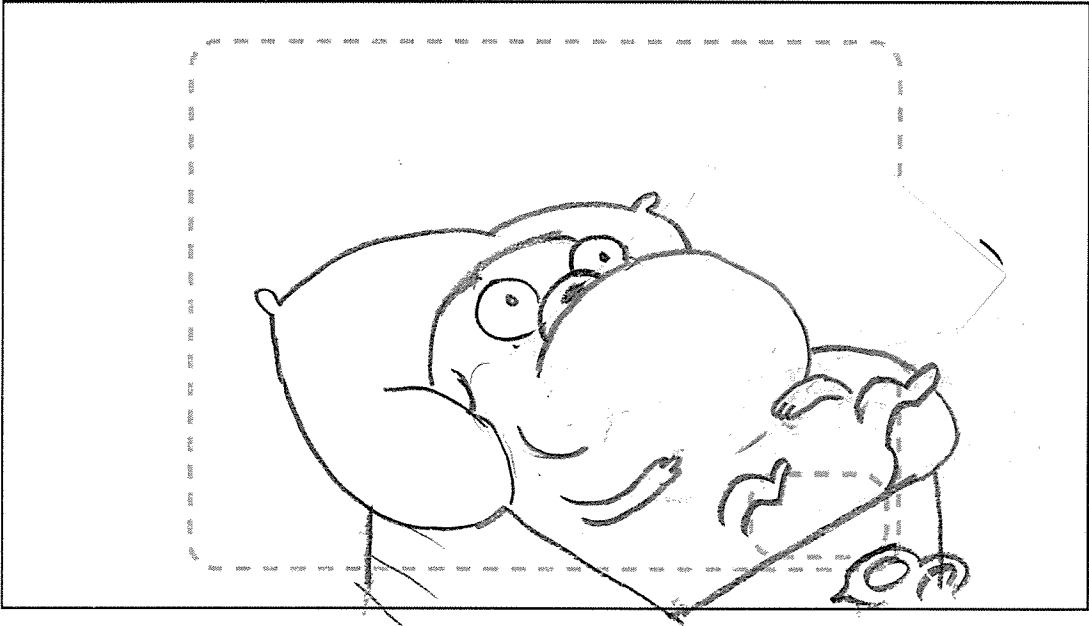


Sc. 21

Pnl. 8

Bg.

day night

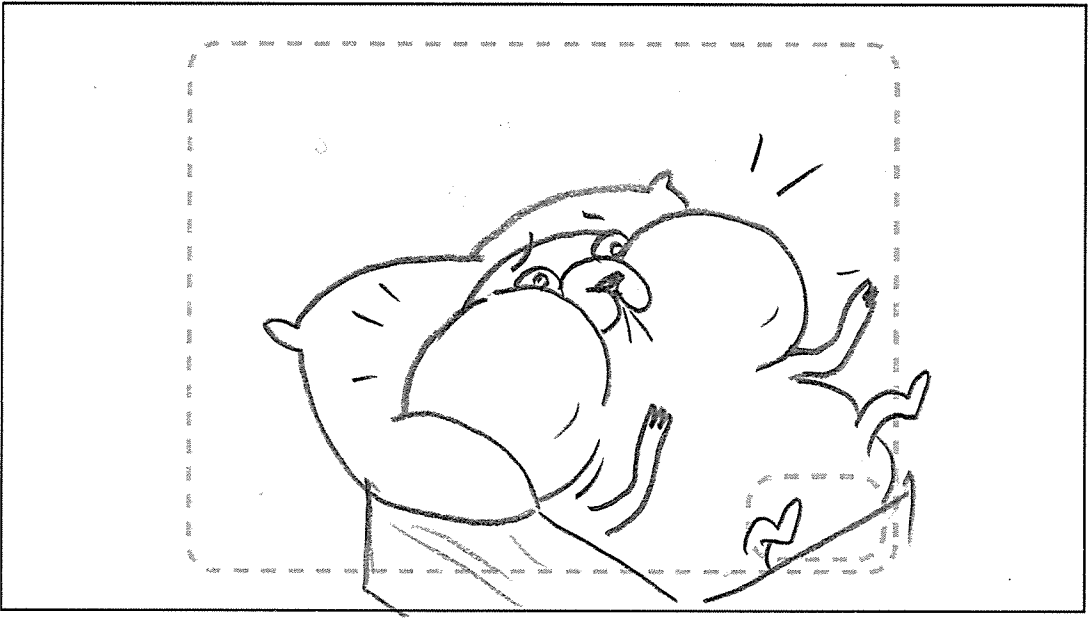


Sc. 21

Pnl. C

Bg.

day night



Dialog: (F)(V) Jake?!

\* Blub! \*

Action:

Timing:

EPISODE #

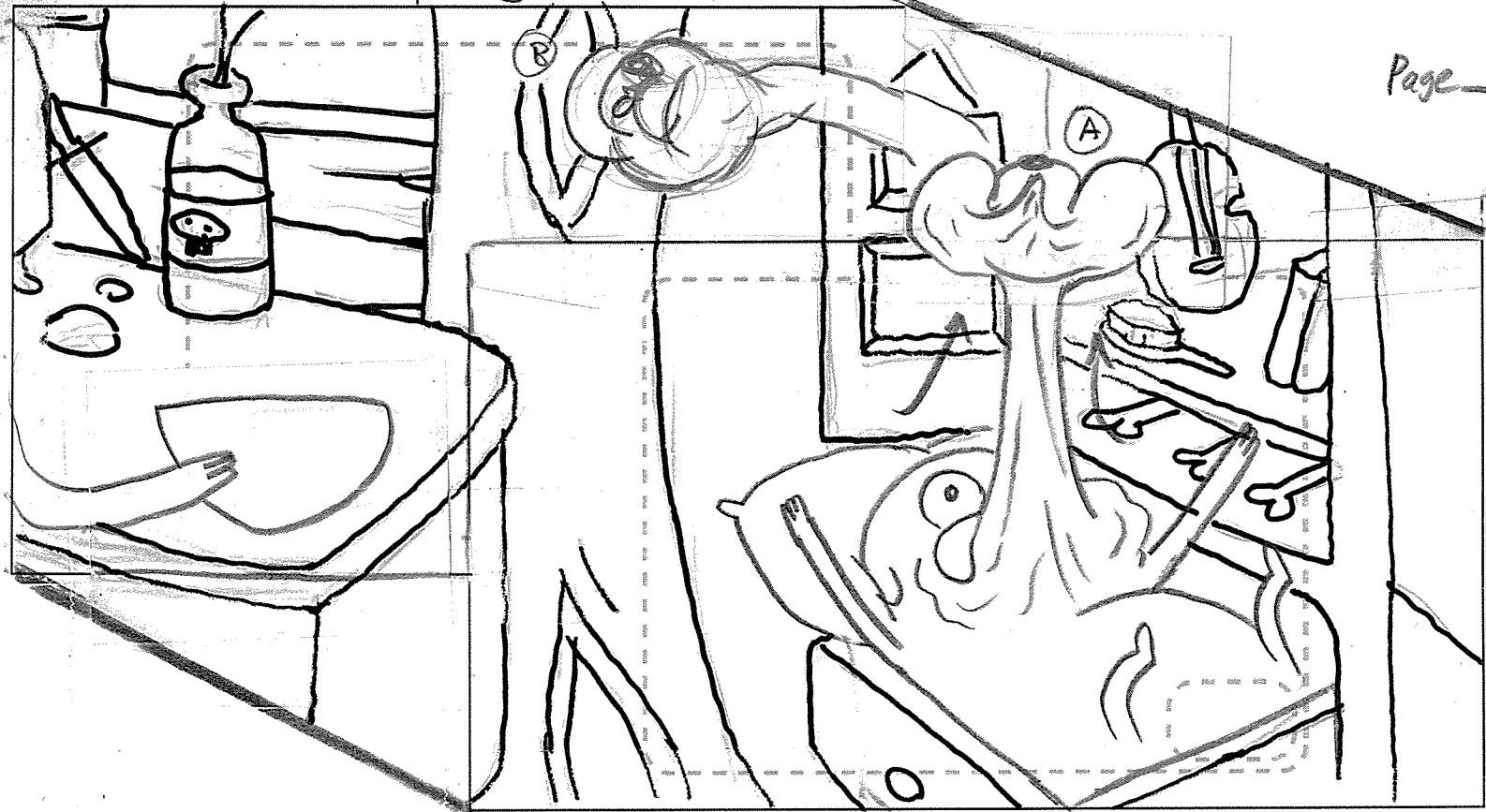
100230

Production :

SC. 21

pnl. (A)

Page 23



100230

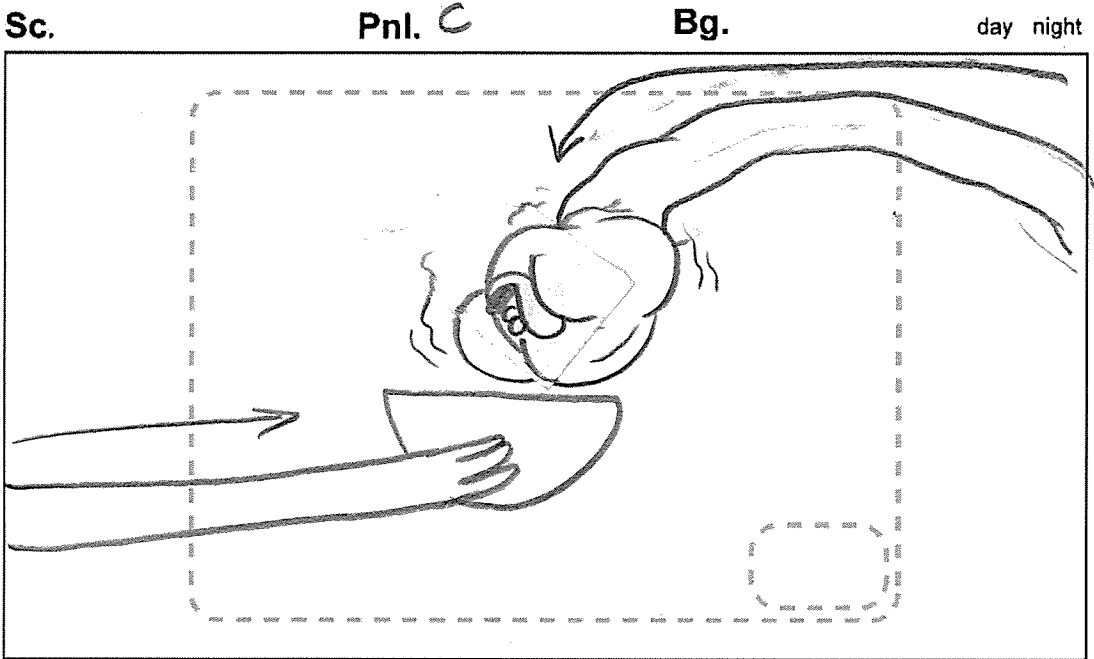
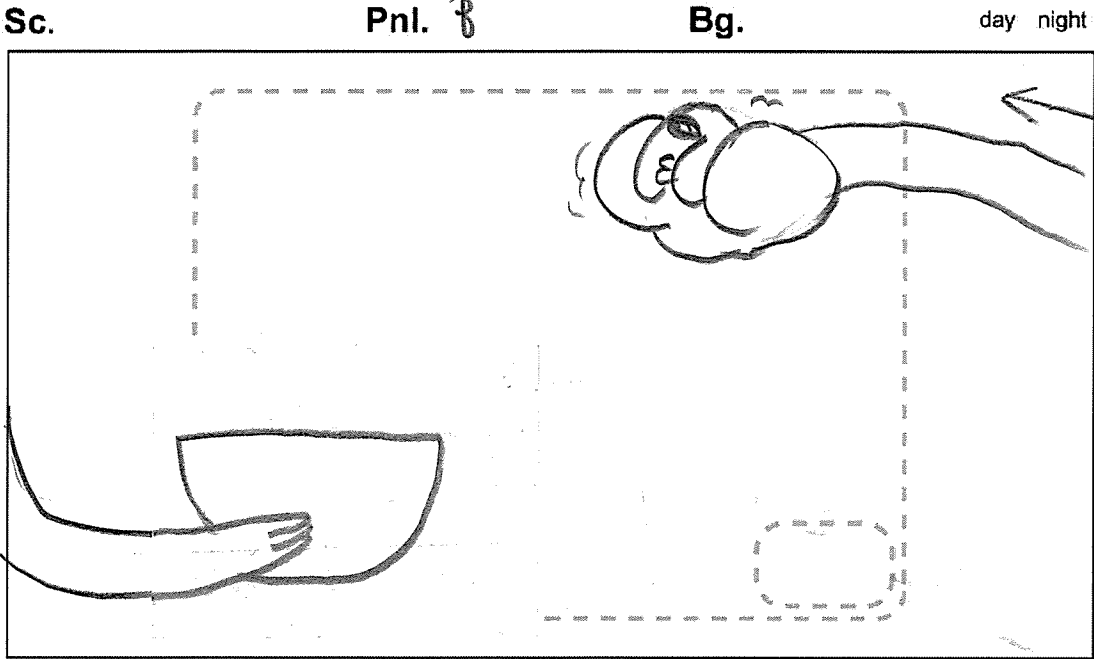
Dialog:

Action:

Jake's nose & mouth & cheeks shoot up in the air  
& arch toward the bowl.

Timing:

ADVENTURE TIME



Dialog:

(heaving sounds)

Action:

Finn's arms stretch to hold the bowl out  
Jake's mouth continues to stretch, cheeks quivering.

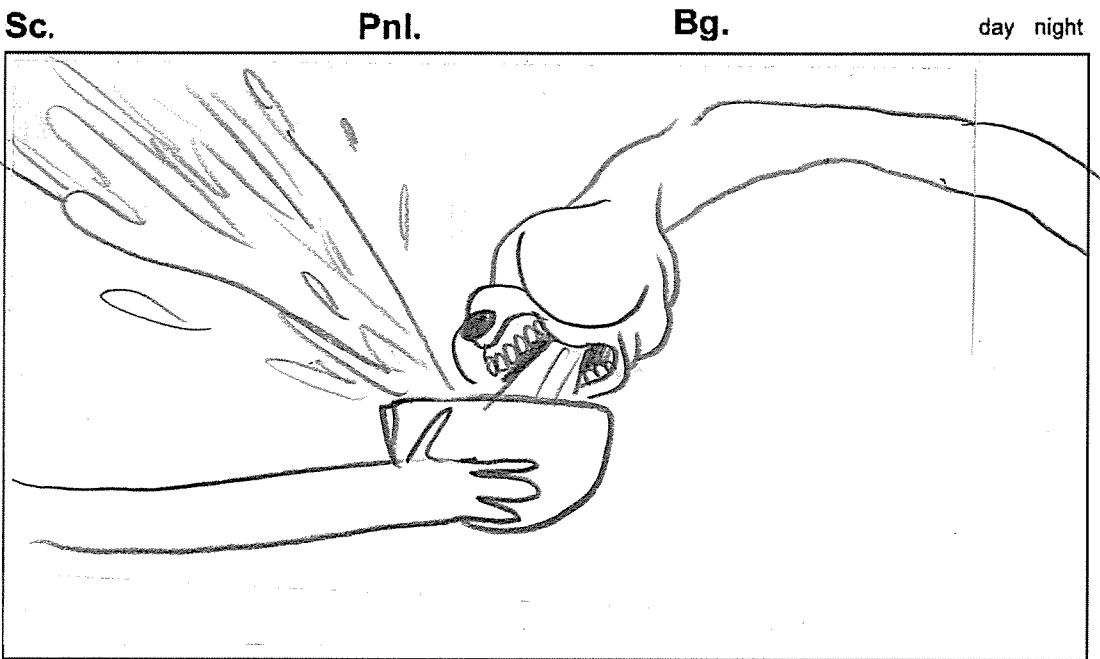
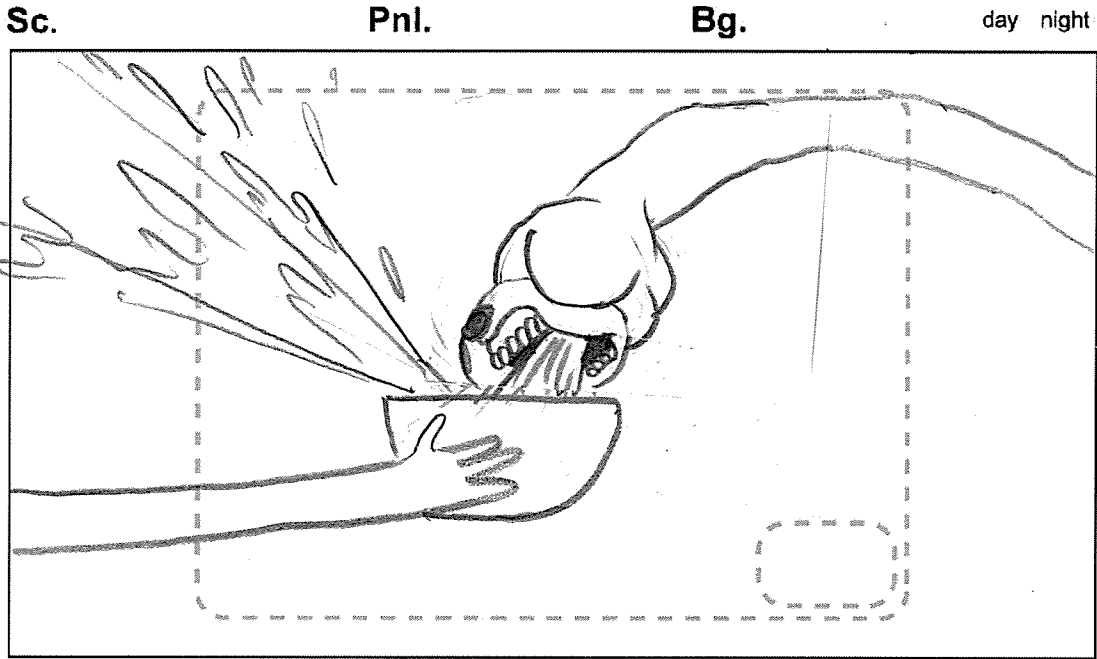
Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:  
G (BLAAR F!!! ~~~~~>!!!)

Action:

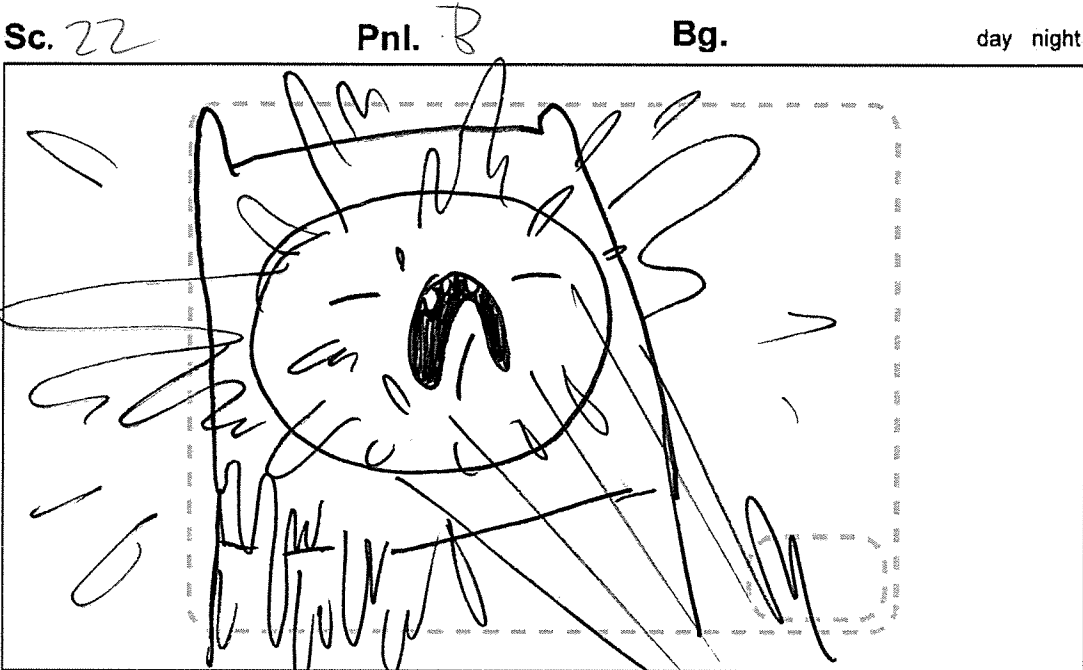
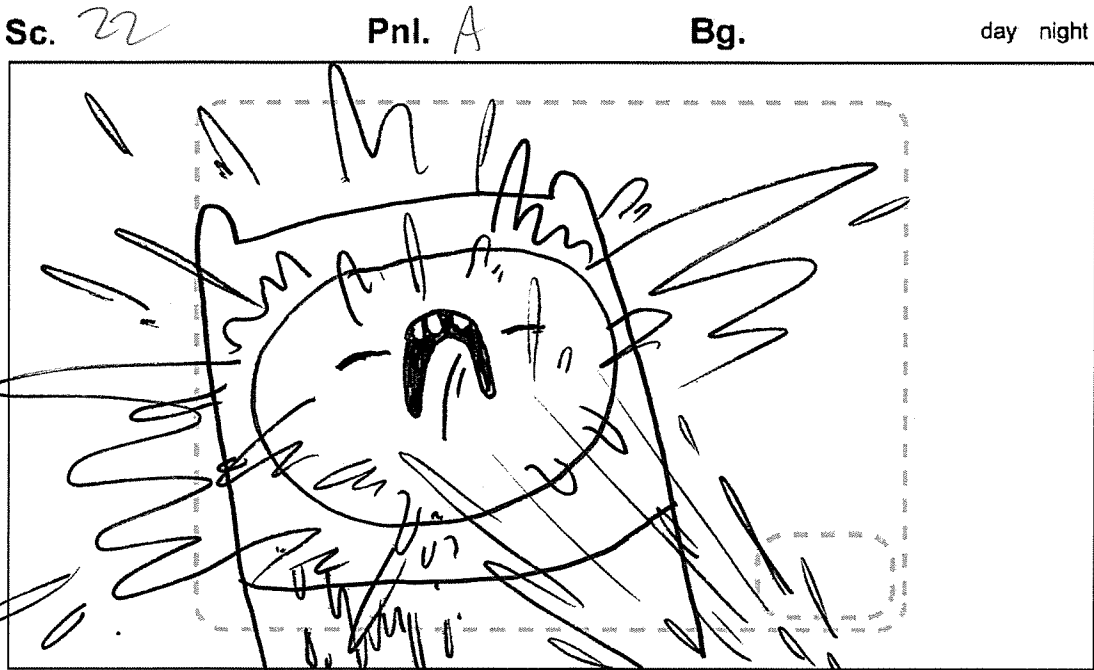
Timing:

Production :  
EPISODE #  
100230



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (J) (BAARR ~~~~~ RF!!)

Action:

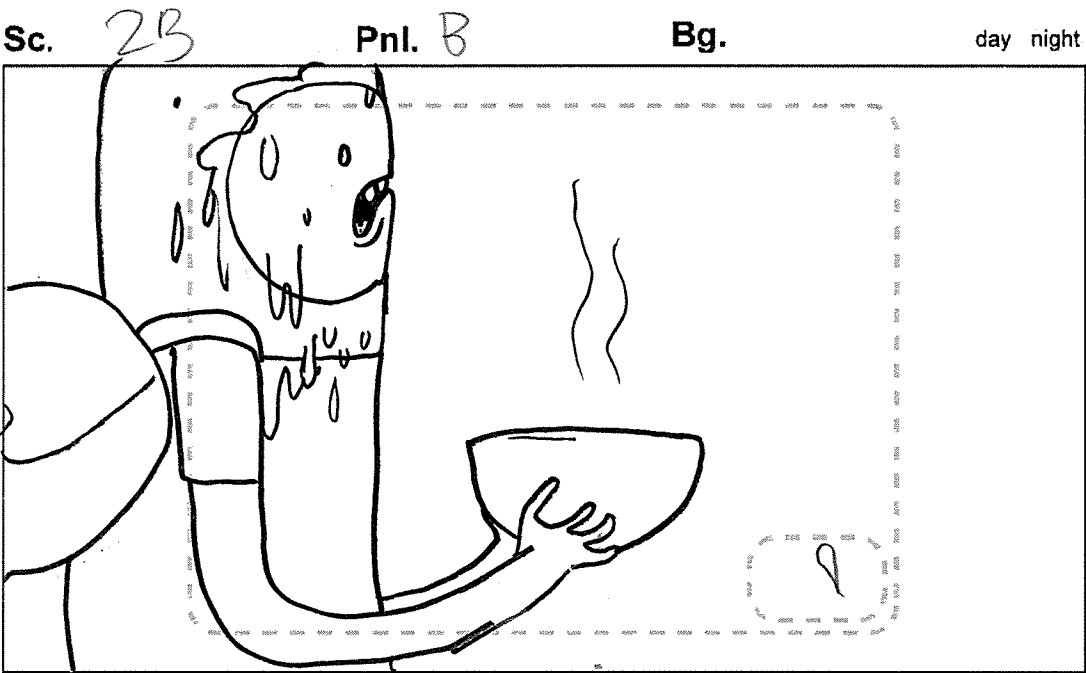
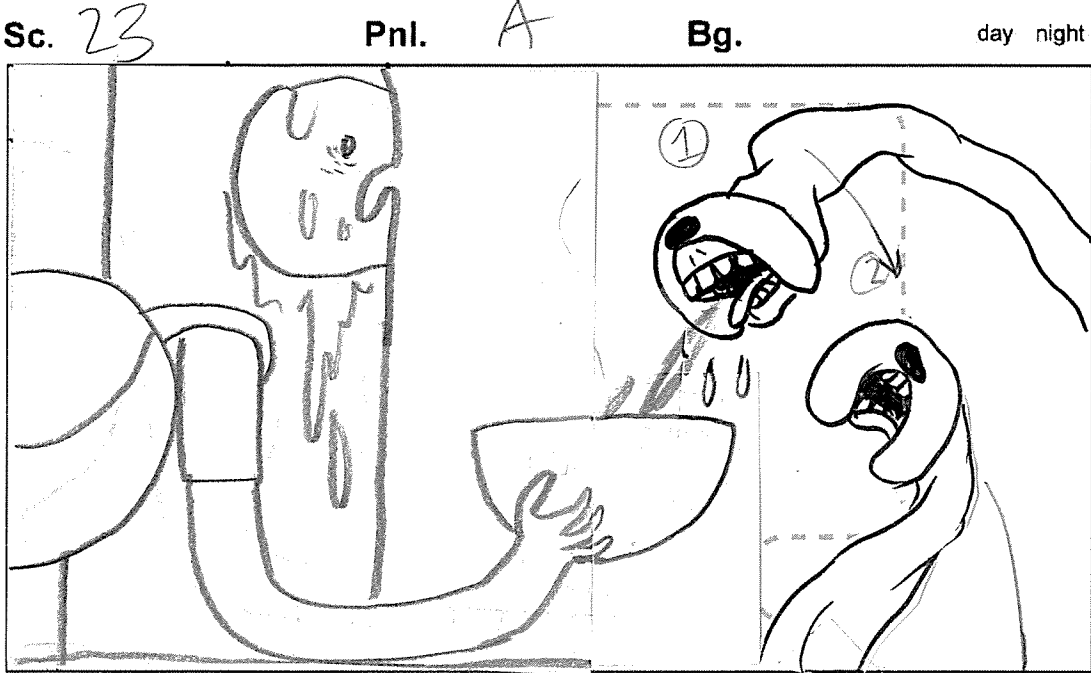
Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

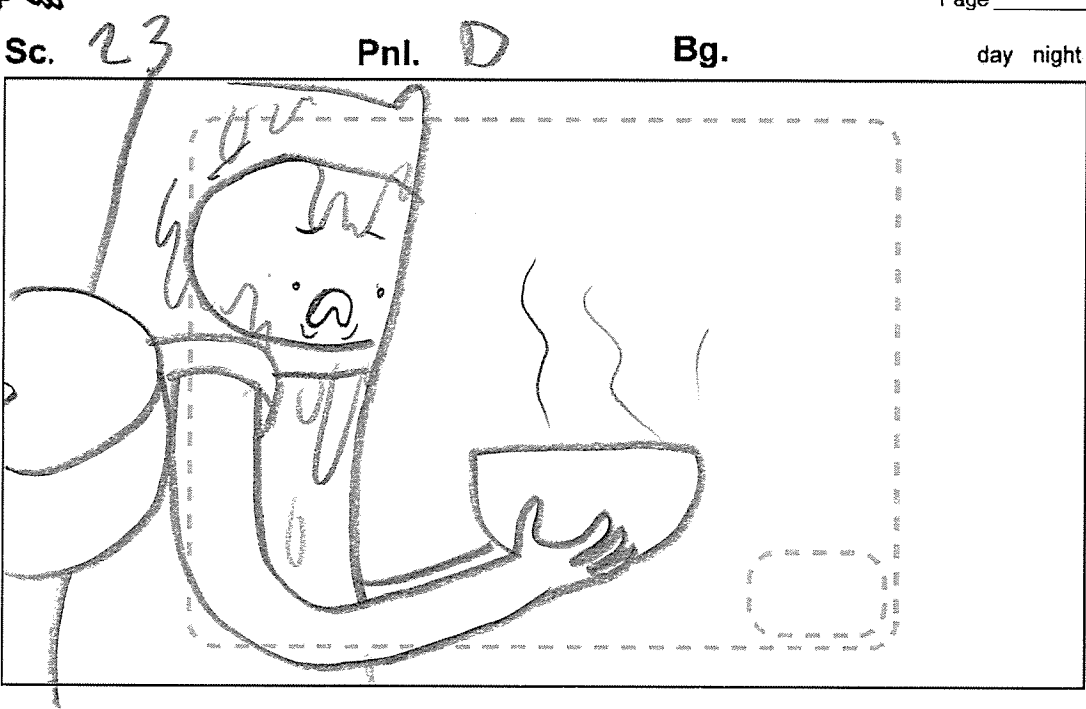
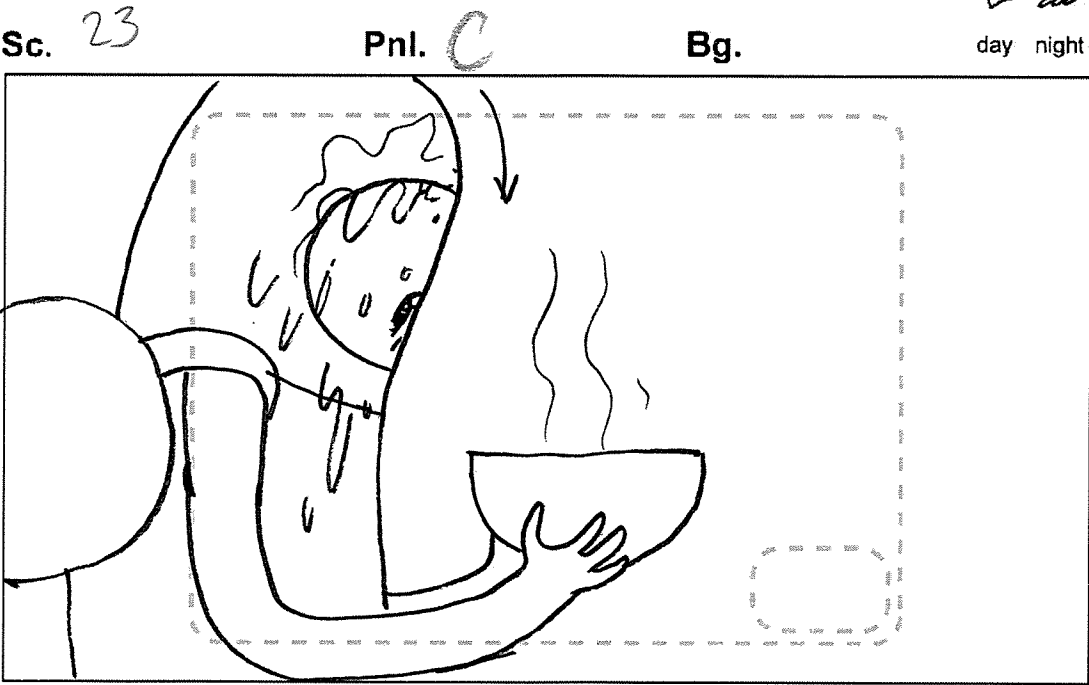


Dialog:
Action:
Timing:

V JAKE  
OUT

EPISODE # 100230  
Production :

ADVENTURE TIME



Dialog:	J (os) Help me Finn!
Action:	
Timing:	

Production : 100230 EPISODE #

ADVENTURE TIME

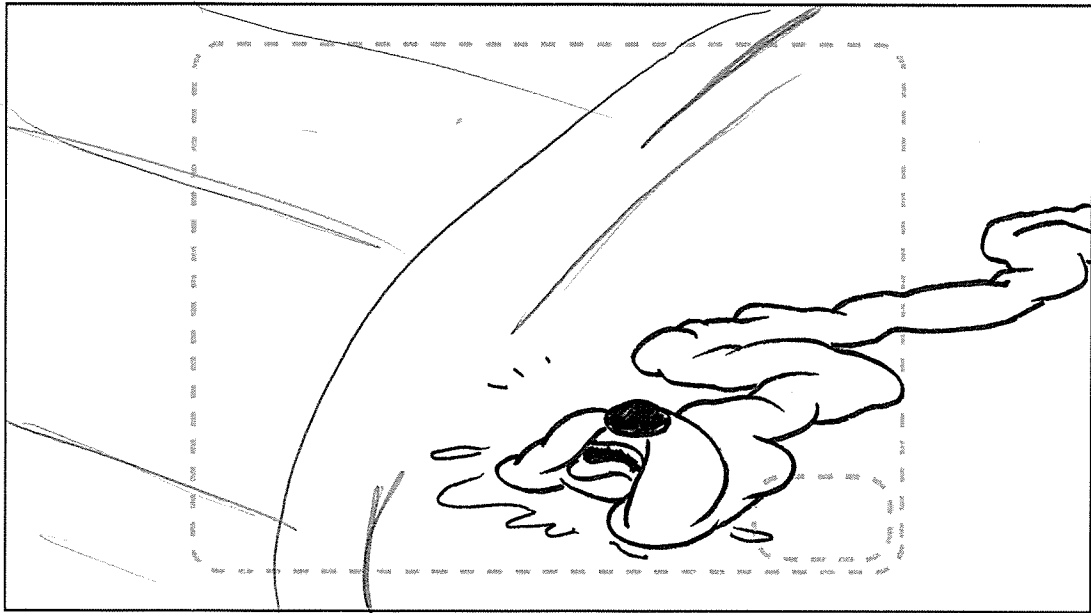


Sc. 24

Pnl. A

Bg.

day night

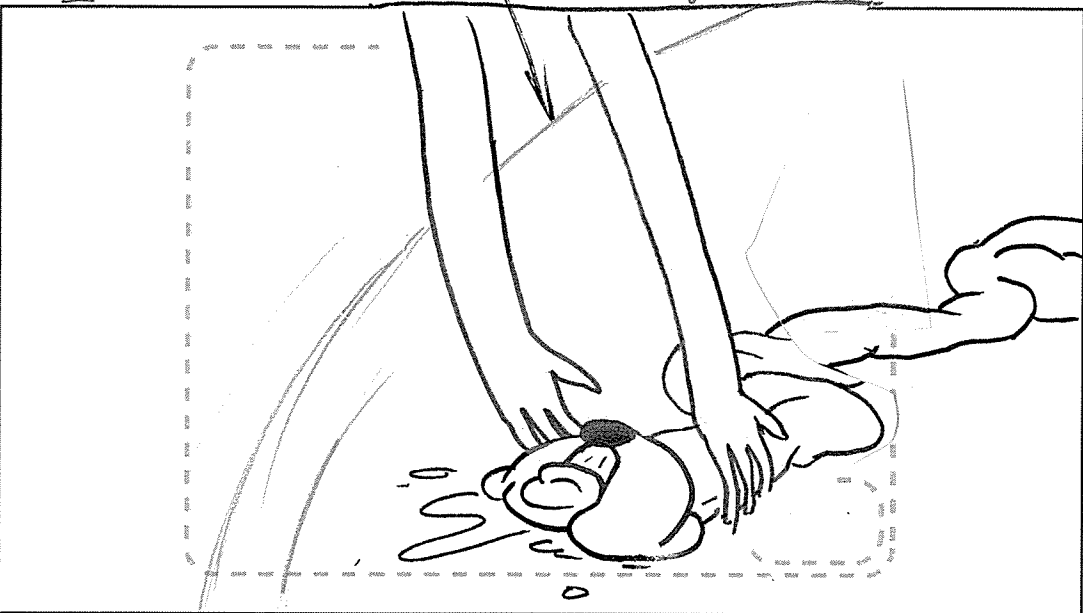


Sc. 24

Pnl. B

Bg.

day night



Dialog:

(J) \* GROAN! \*

(F) (lv) JAKE!

Action:

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME



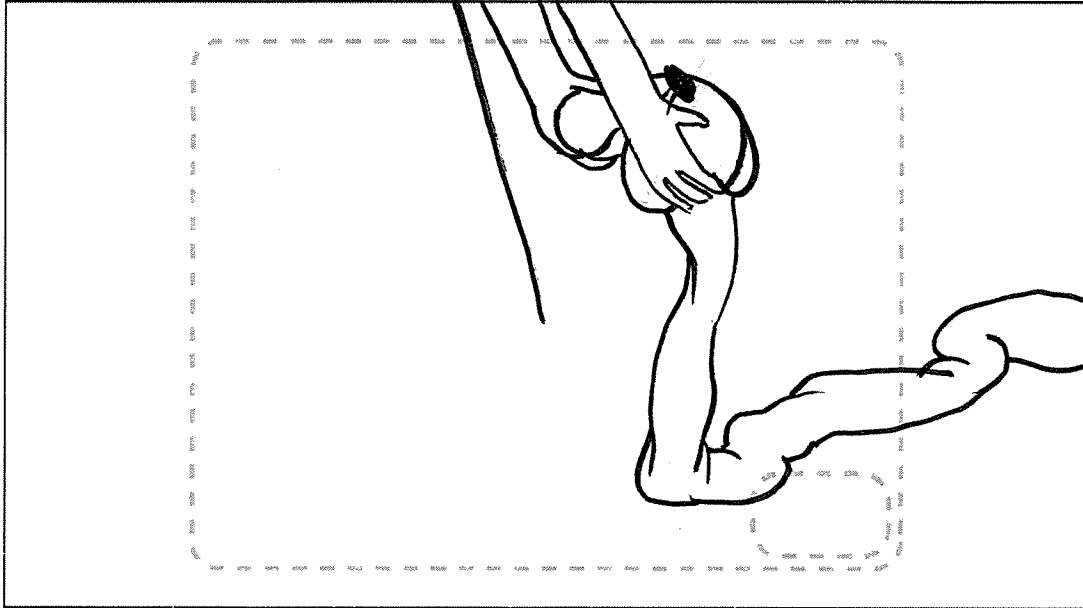
Page 29

Sc. 24

Pnl. C

Bg.

day night

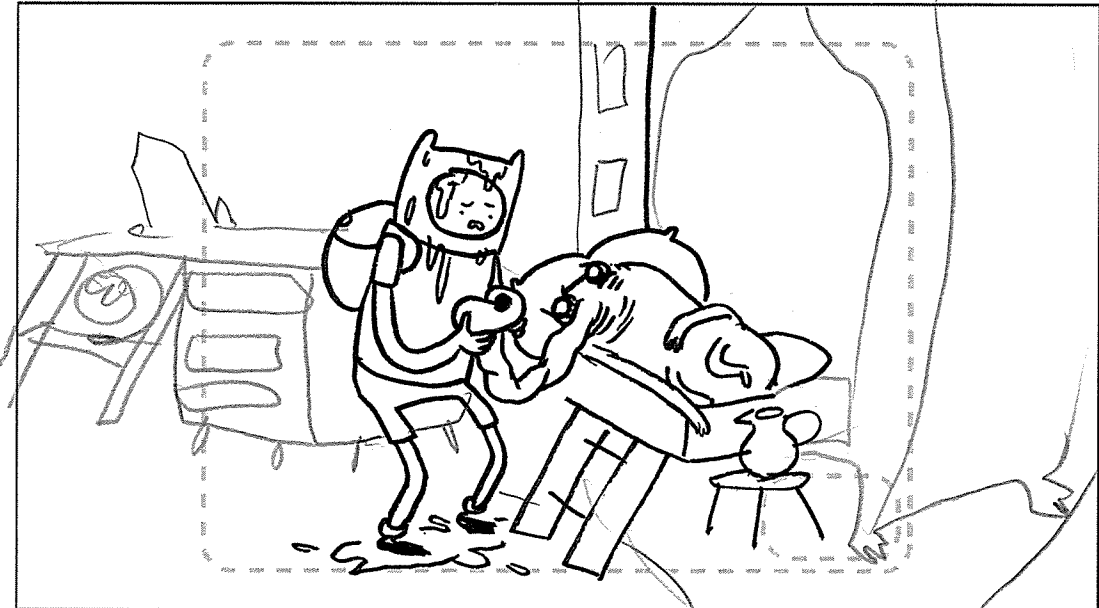


Sc. 25

Pnl. A

Bg.

day night



Dialog:

(F) I'm gonna help you Jake.

Action:

Finn's hands pick up Jake's mouth

Timing:

EPISODE #  
100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

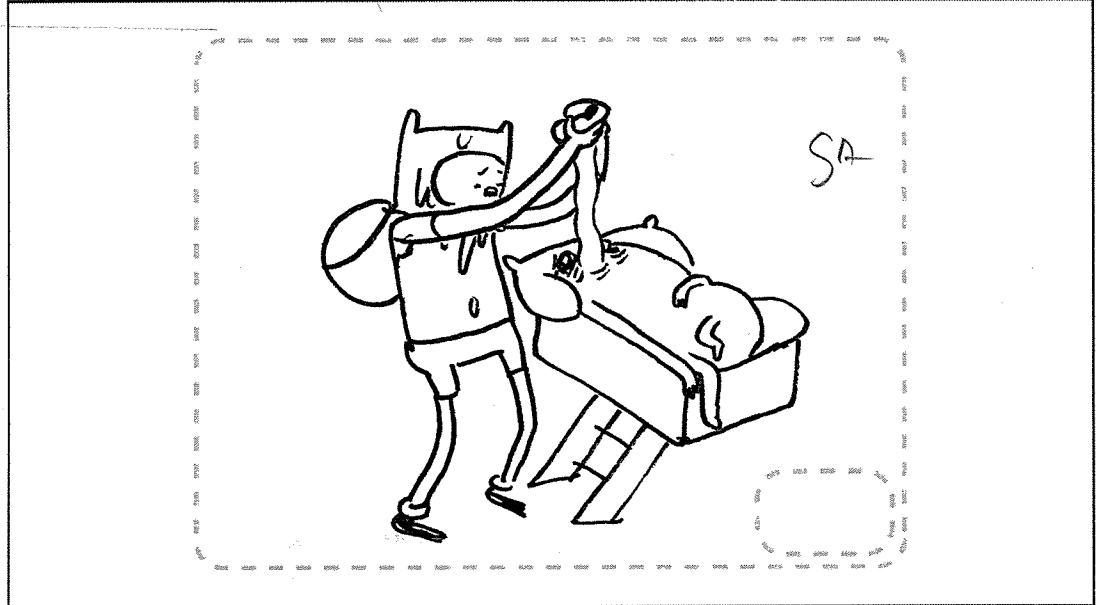


Sc. 25

Pnl. B

Bg.

day night

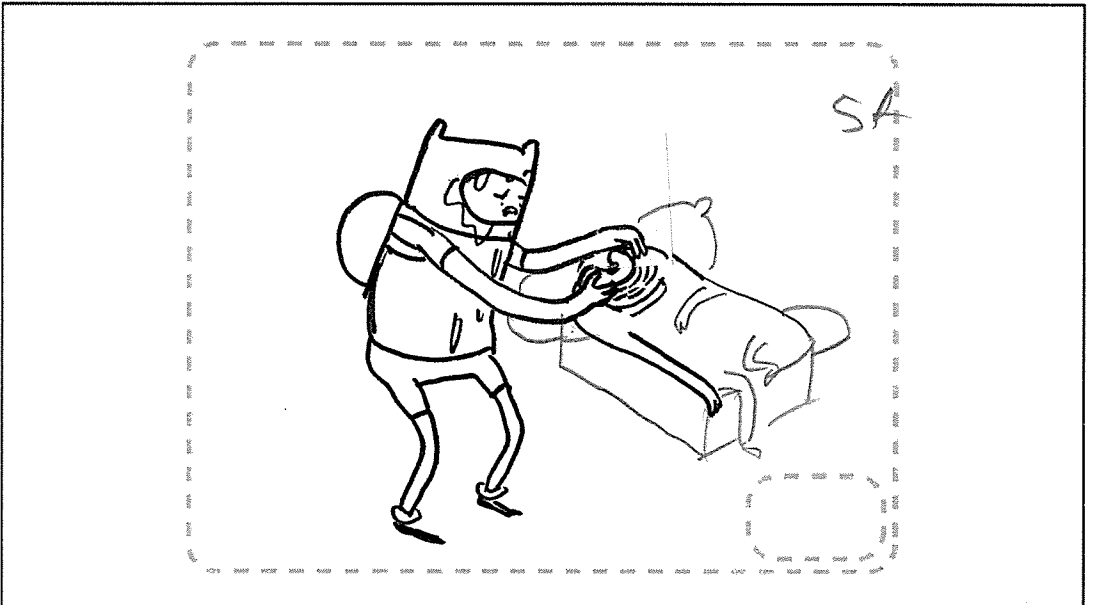


Sc. 25

Pnl. C

Bg.

day night



Dialog:	(F) What should I do? (AJ) Just tell me what to do.
Action:	Finn puts Jake's nose back on upside down
Timing:	

EPISODE # 100230  
Production :

# ADVENTURE TIME



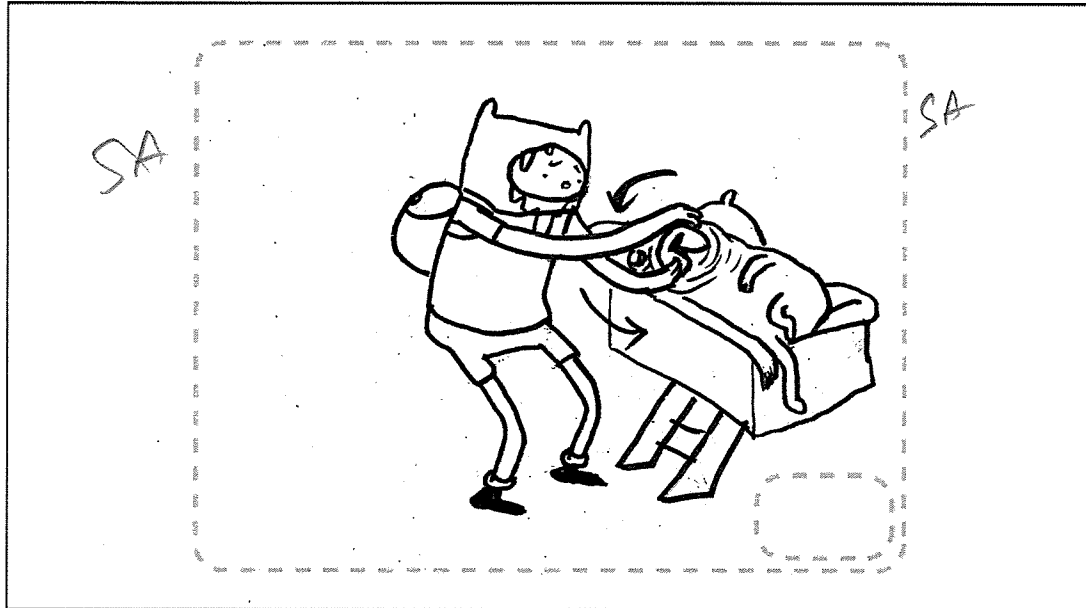
Page 31

Sc. 25

Pnl. D

Bg.

day night

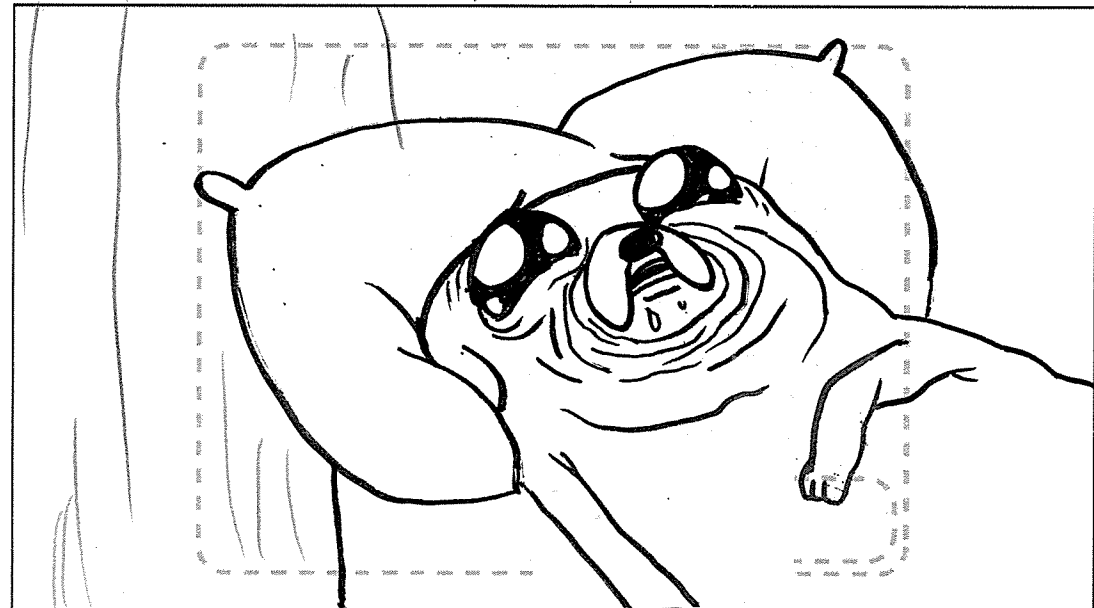


Sc. 26

Pnl. A

Bg.

day night



Dialog:

(J) ... Tell me a story ...

Action:

Finn twists Jake's nose/mouth into place.

Timing:

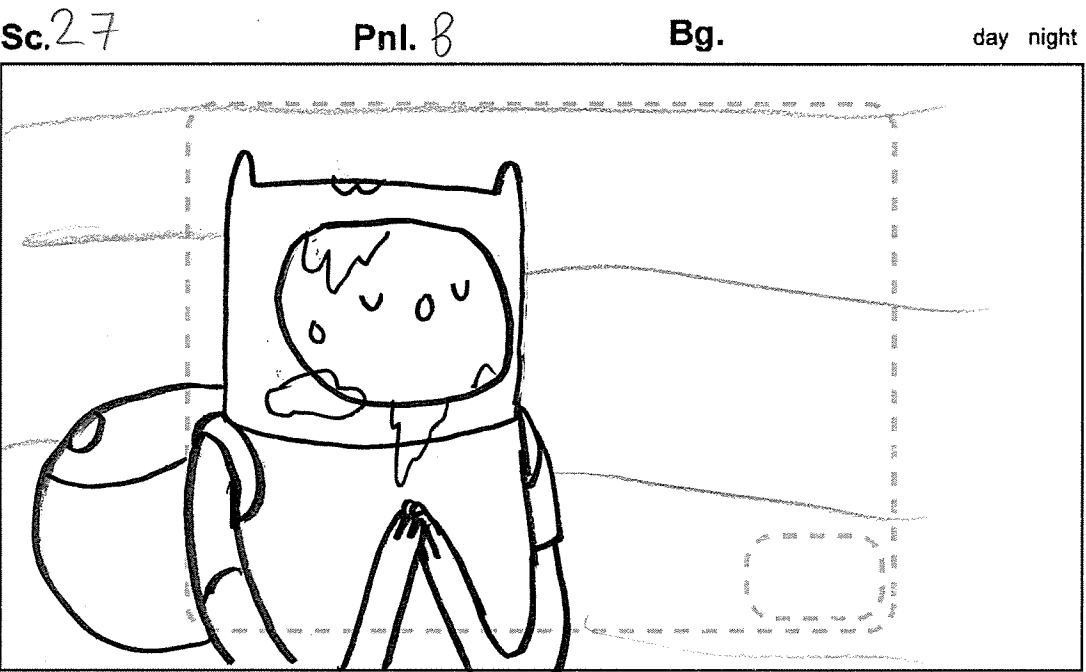
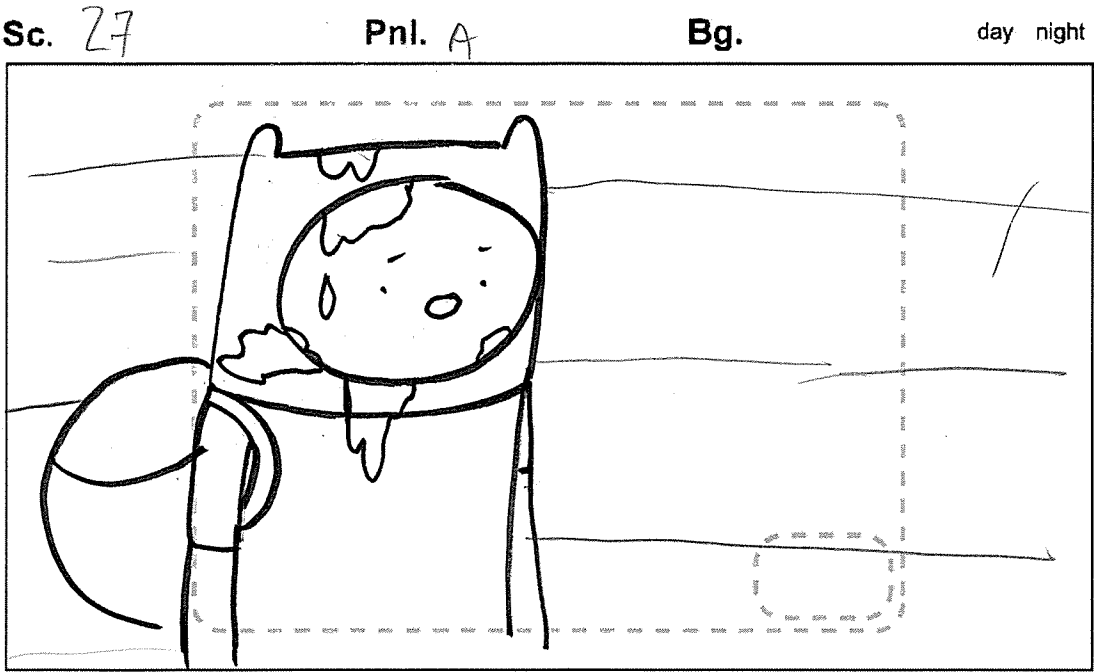
Production :

EPISODE #

100230

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

F: OKAY,

⌘ "ONCE UPON A TIME—"

Action:

Timing:

EPISODE # 100230

Production :



ADVENTURE TIME

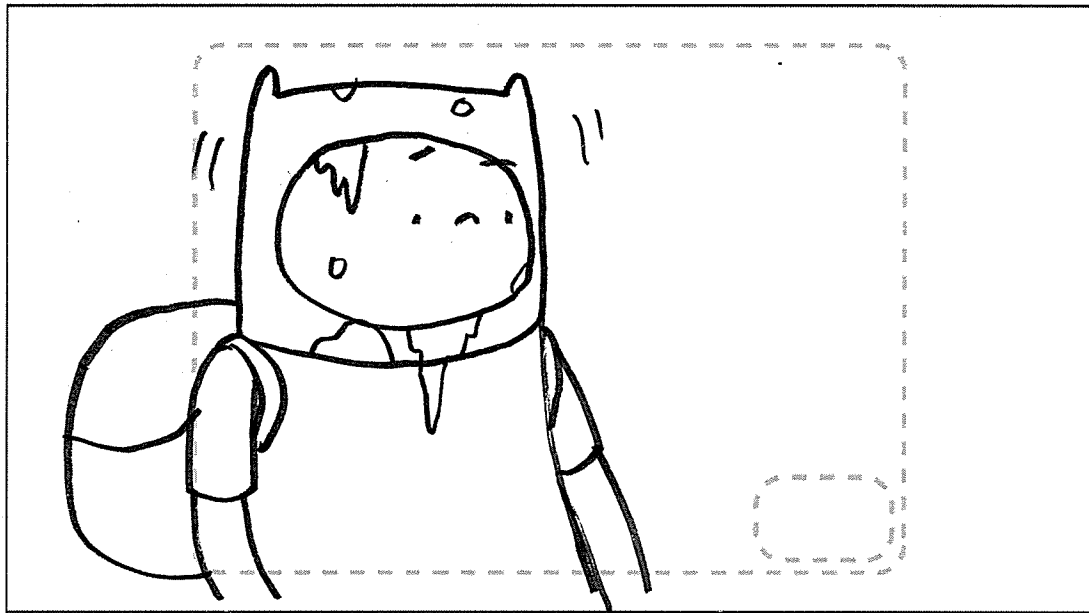


Sc. 27

Pnl. C

Bg.

day night

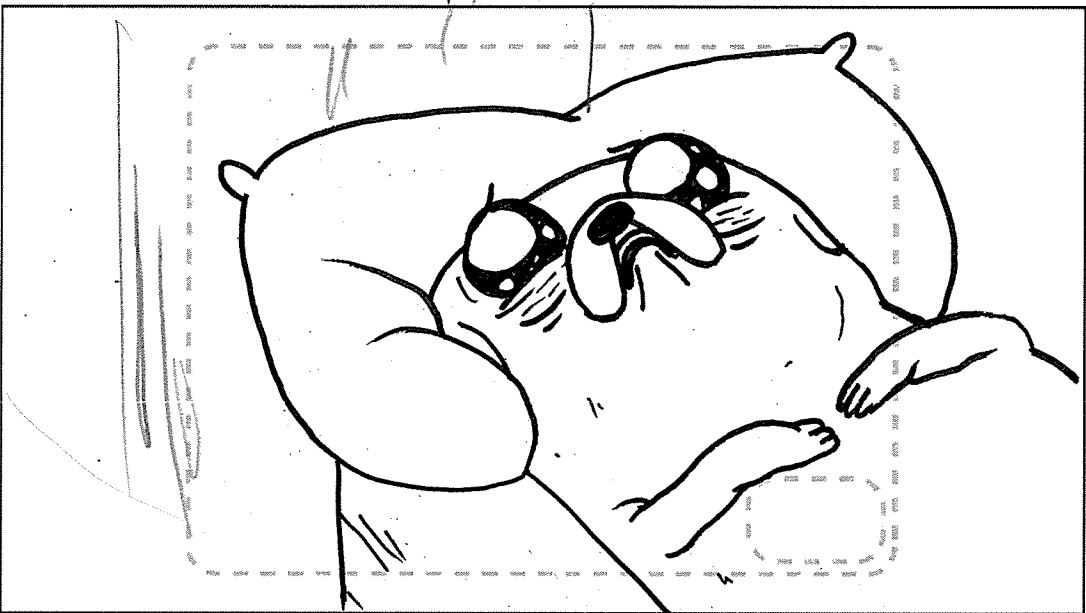


Sc. 28

Pnl. A

Bg.

day night



Dialog:

(J) (VO) Noooooo o o o!

(J) I already heard that story before!

Action:

Timing:

EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 34

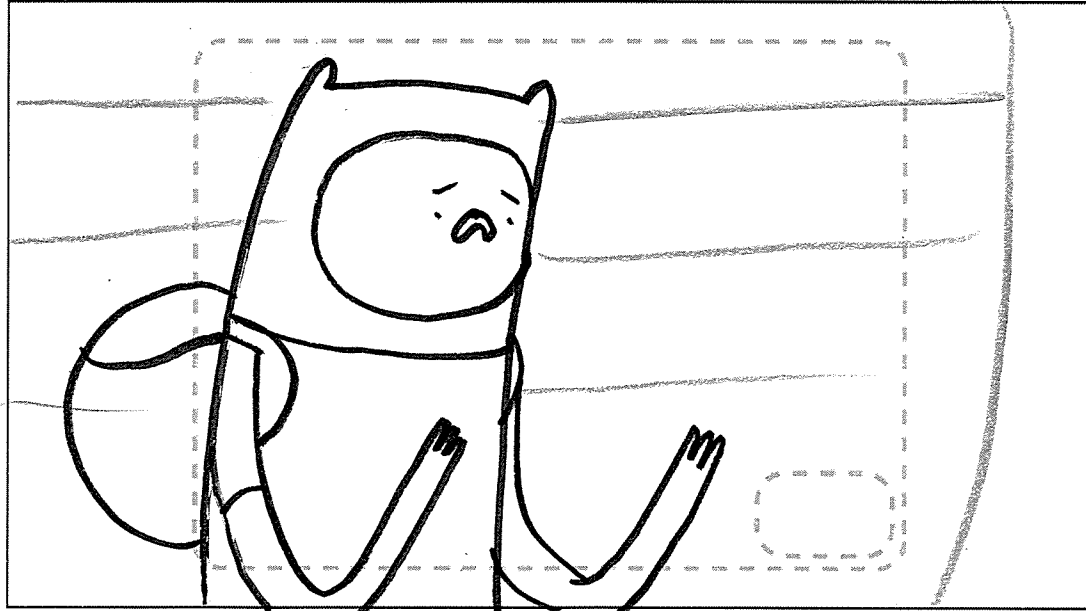
Sc. 29

Pnl.

A

Bg.

day night

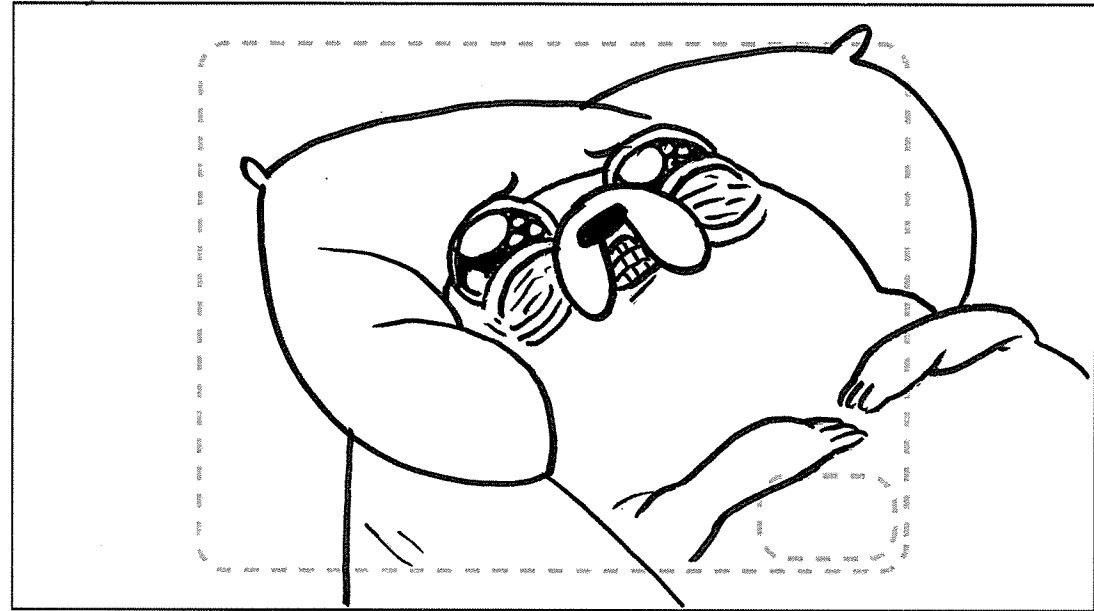


Sc. 30

Pnl. A

Bg.

day night



Dialog:

(F) But You've heard All my stories before.

(J)

Make me a new one Finn...

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



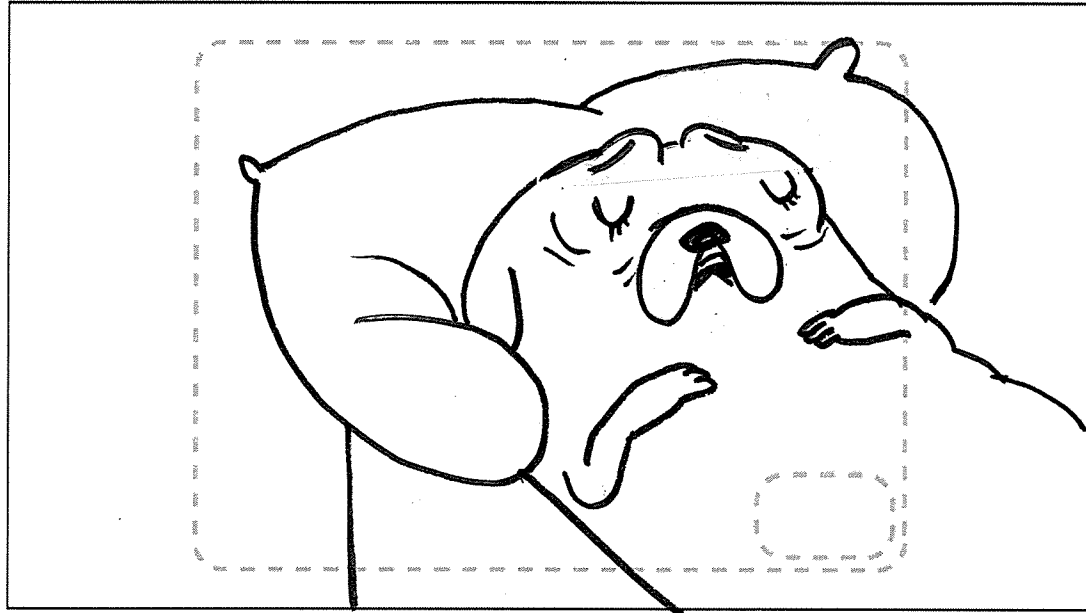
Page 35

Sc. 30

Pnl. B

Bg.

day night

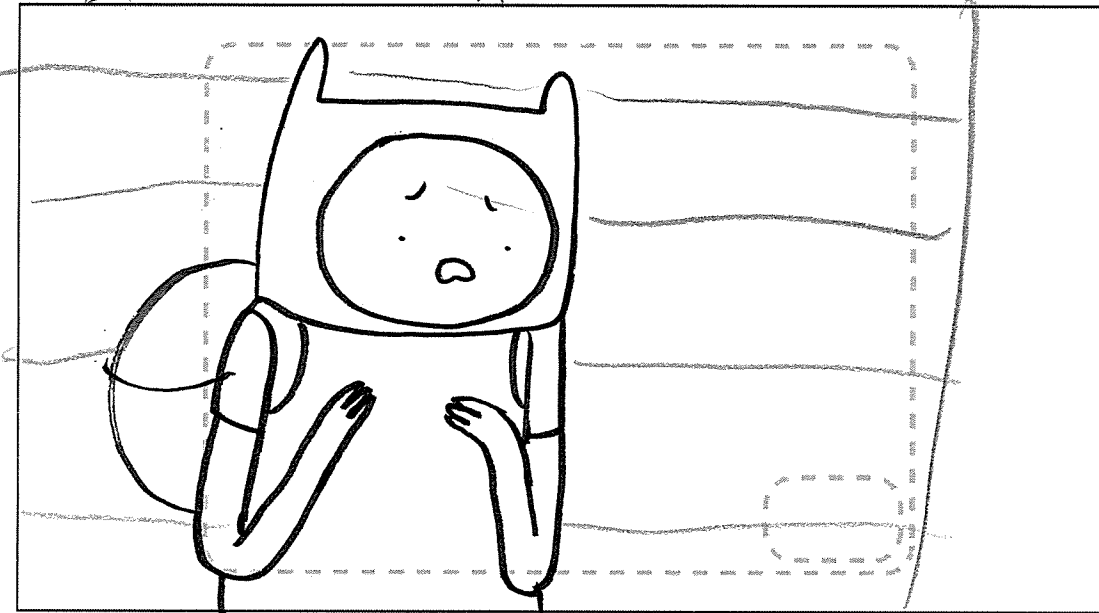


Sc. 31

Pnl. A

Bg.

day night



Dialog: (J) ... A new story.

(F) oh. OK !

Action:

Timing:

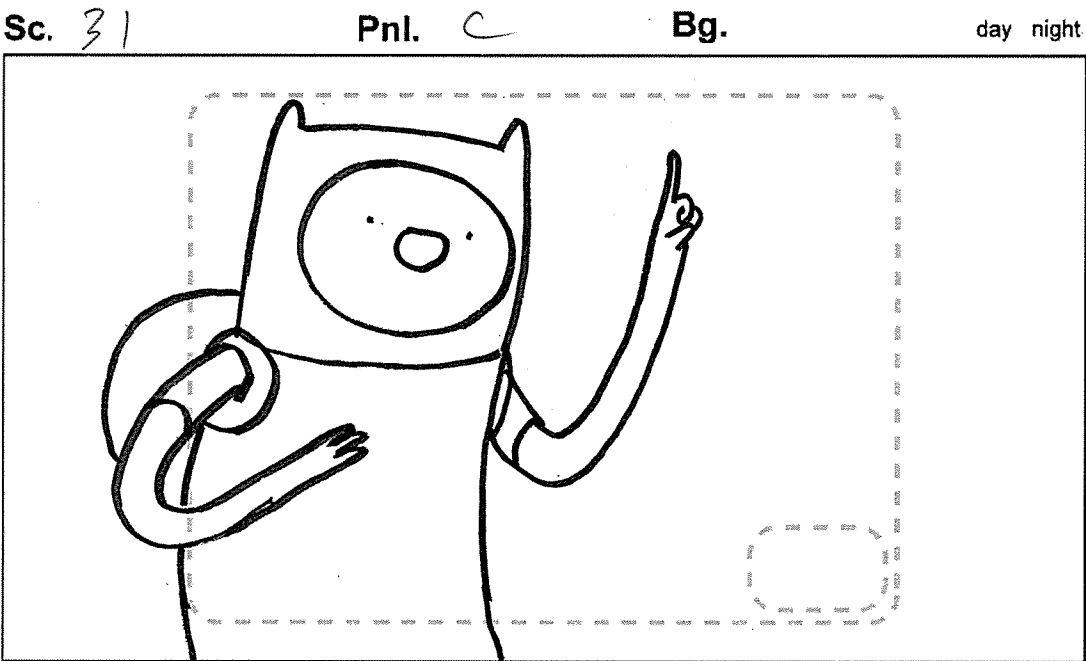
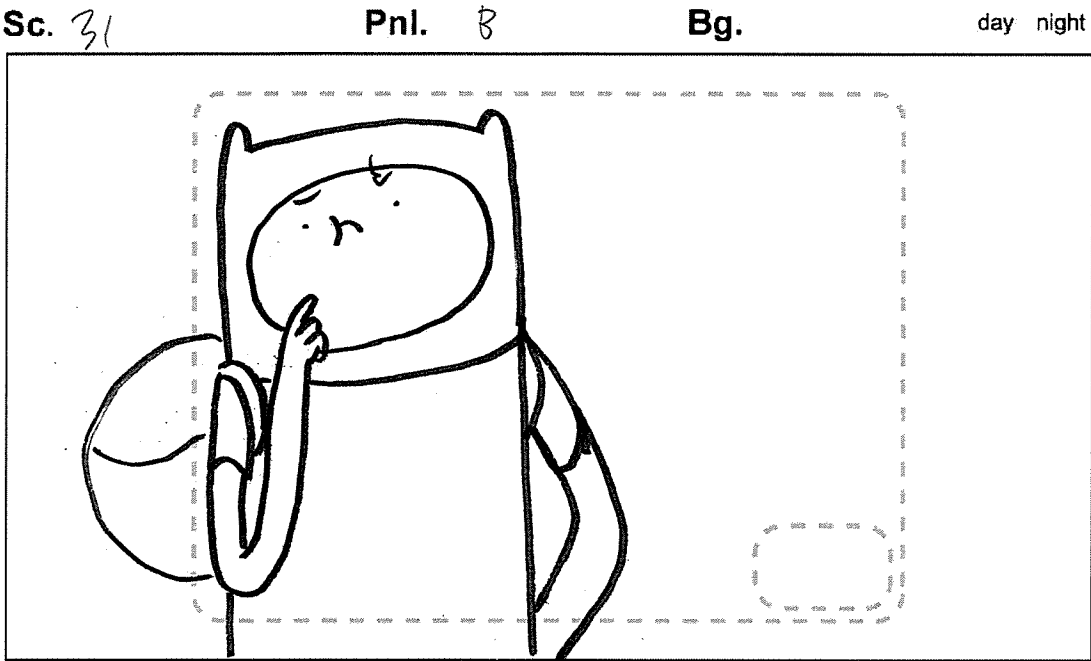
EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(F) lemme make one up....	(F) Got it!
Action:		
Timing:		

EPISODE # 100230  
Production :

ADVENTURE TIME



Sc. 31 Pnl. D Bg. day night

Sc. 31 Pnl. E Bg. day night

Dialog: (F) once upon a time — (J(vo) NOOOOOOOO!

Action:

Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

Production : EPISODE # 100230

# ADVENTURE TIME



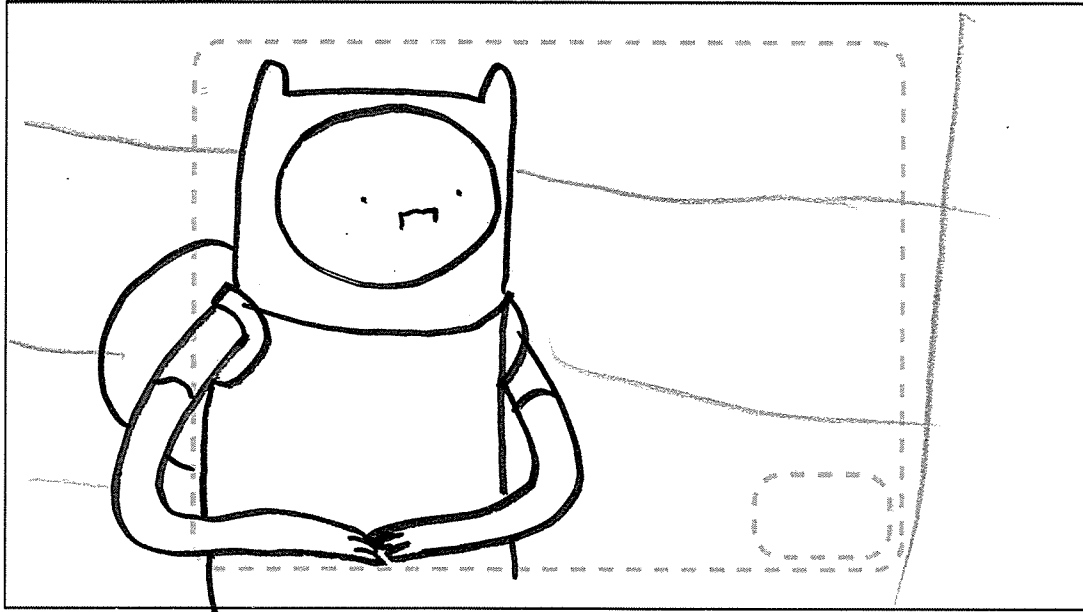
Page 39

Sc. 33

Pnl. A

Bg.

day night

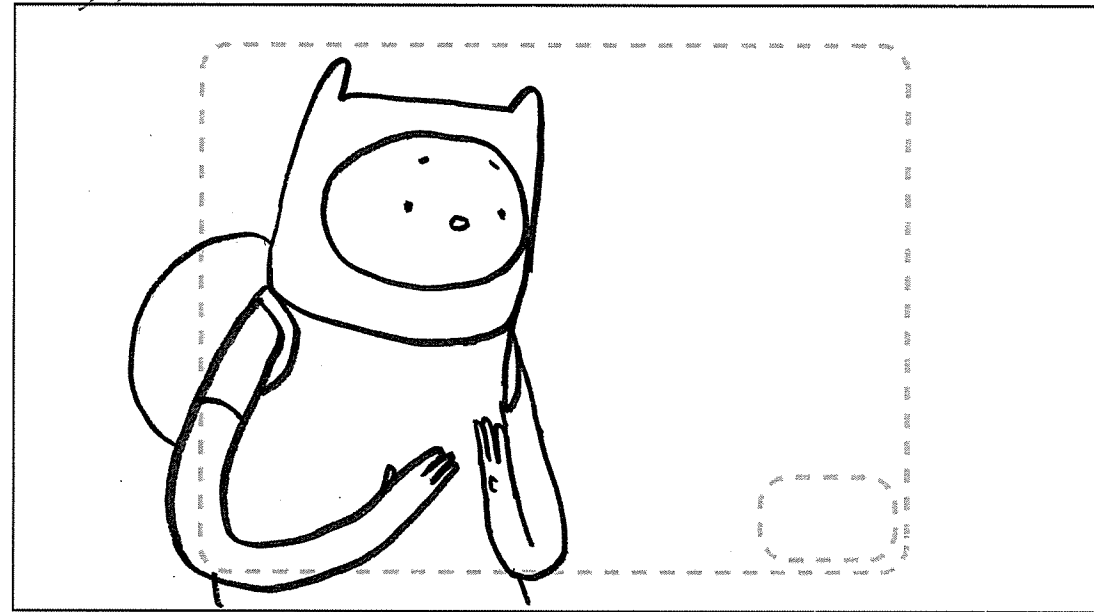


Sc. 33

Pnl. B

Bg.

day night



Dialog:

.....

(F) ONce =  
(J) NO !

Action:

Timing:

100230

EPISODE #

Production :

# ADVENTURE TIME



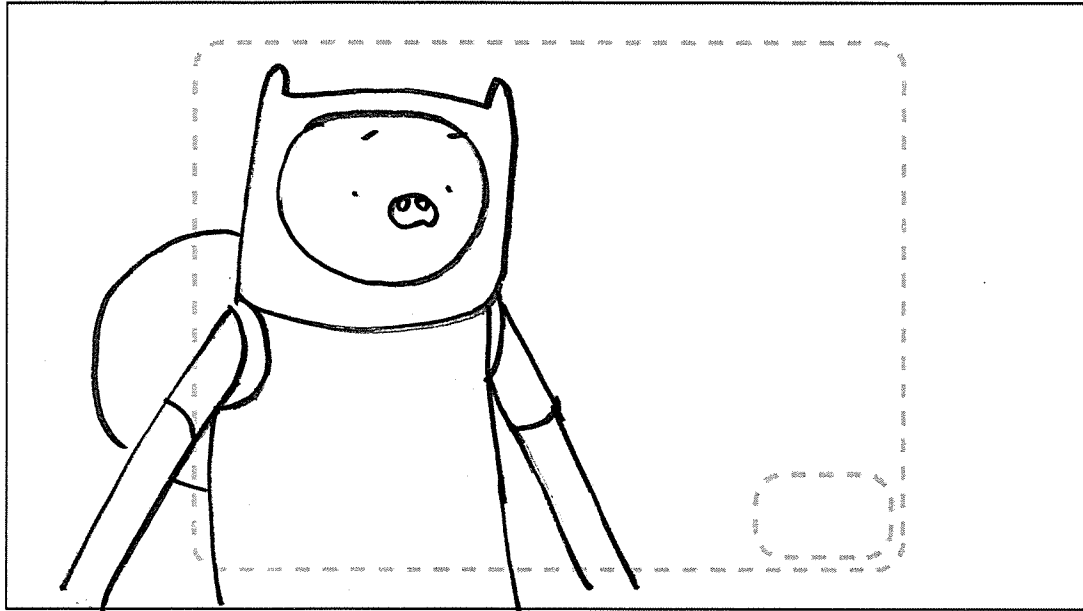
Page 40

Sc. 33

Pnl. C

Bg.

day night

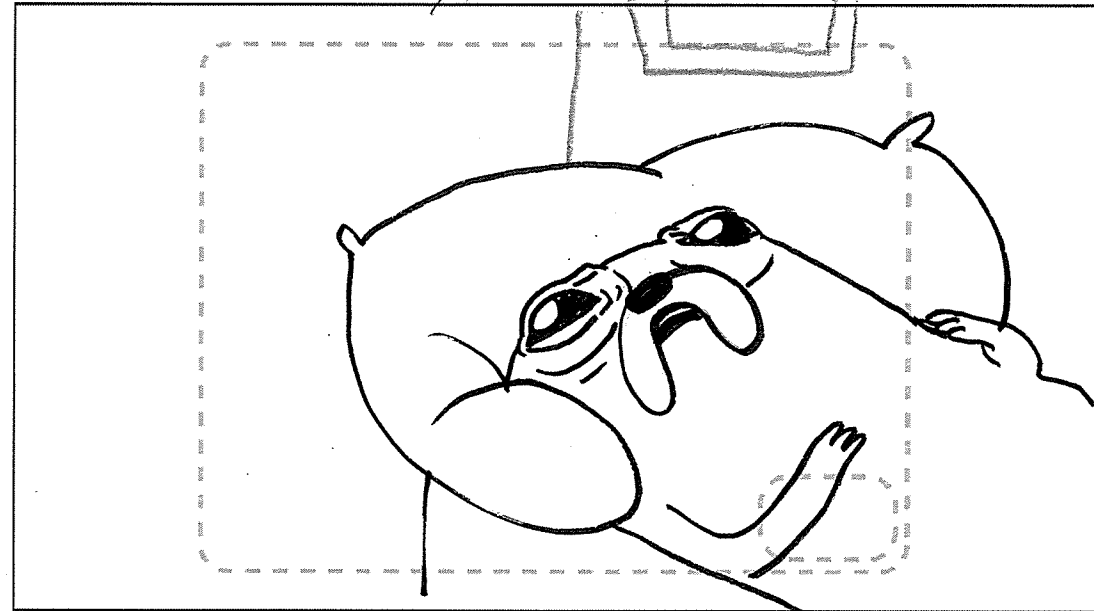


Sc. 34

Pnl. A

Bg.

day night



Dialog: Ⓣ What's the matter?

Ⓝ I don't want a  
made up story!

Action:

Timing:

100230

EPISODE #

Production :



# ADVENTURE TIME



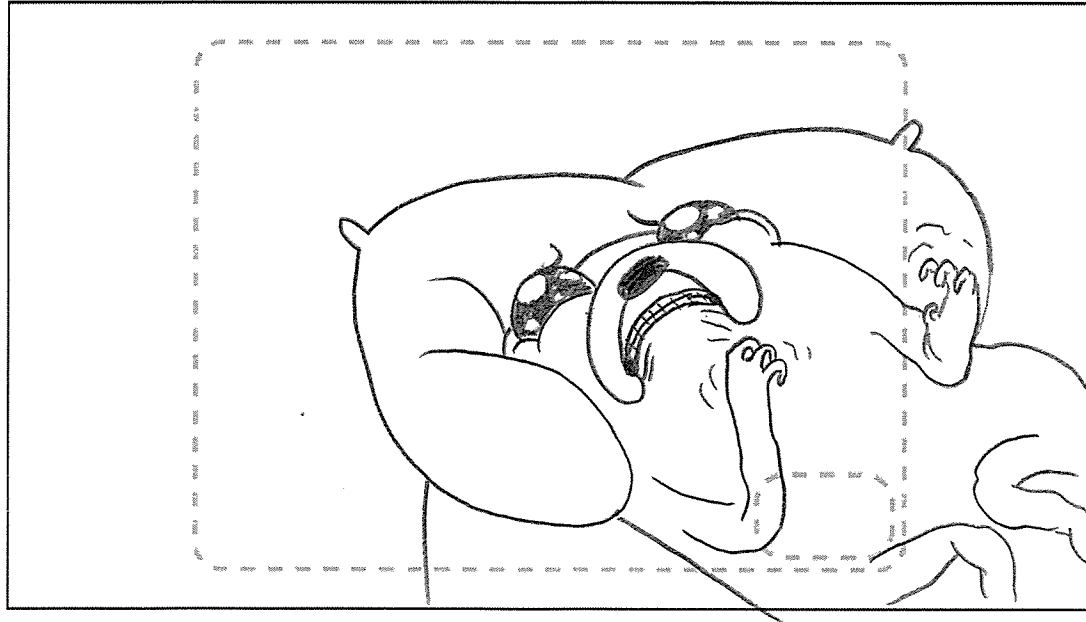
Page 41

Sc. 34

Pnl. B

Bg.

day night

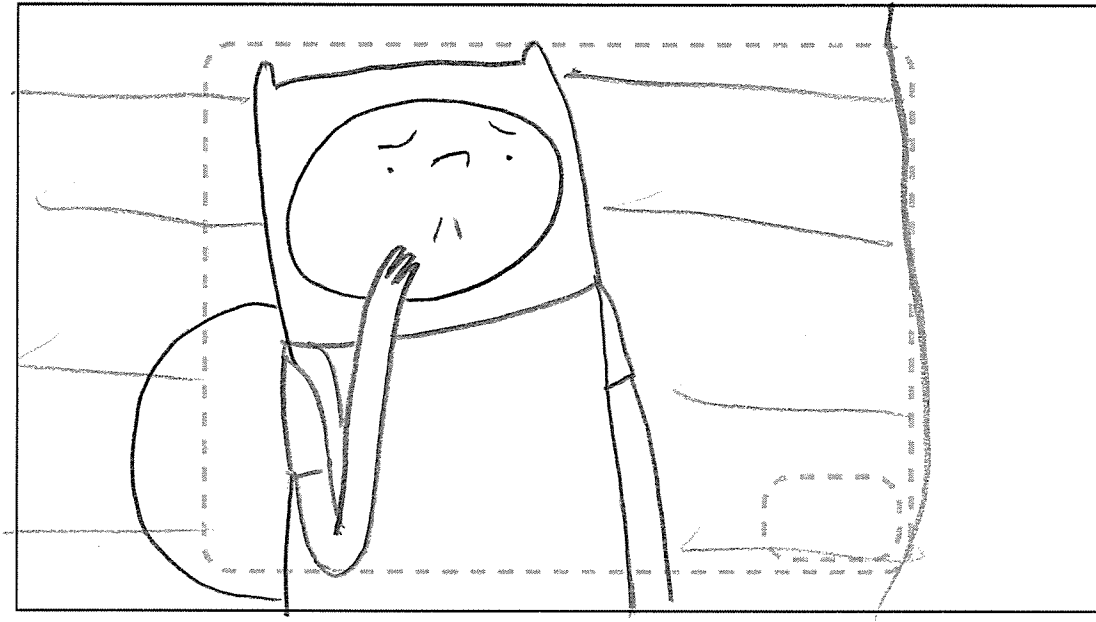


Sc. 35

Pnl. A

Bg.

day night



Dialog: (J) I NEED A REAL STORY!

(F) hmmm...

Action:

Timing:

EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



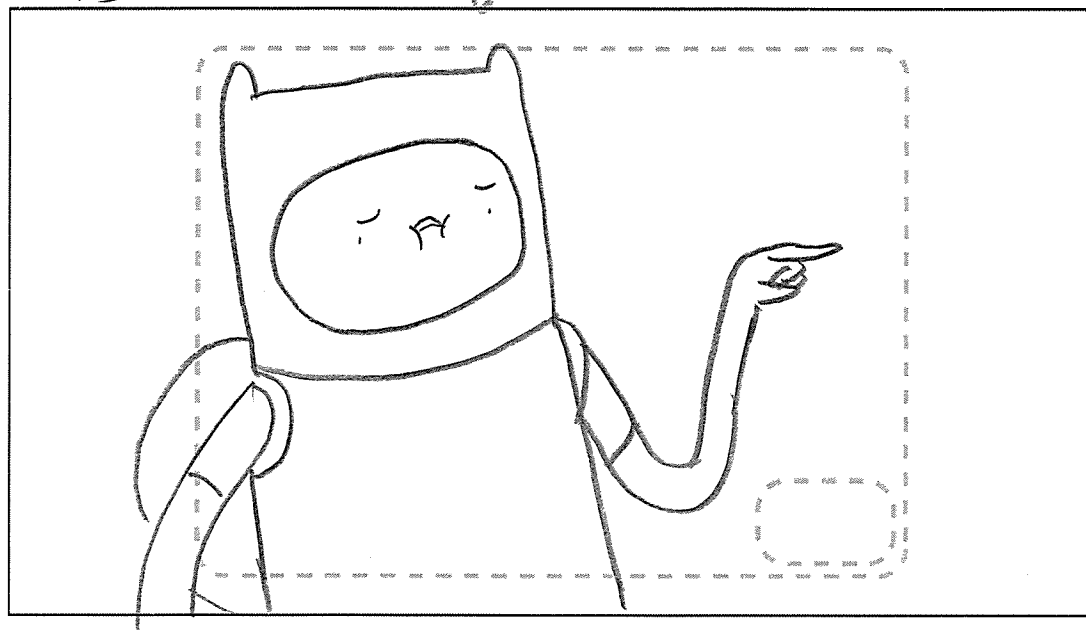
Page 42

Sc. 35

Pnl. B

Bg.

day night

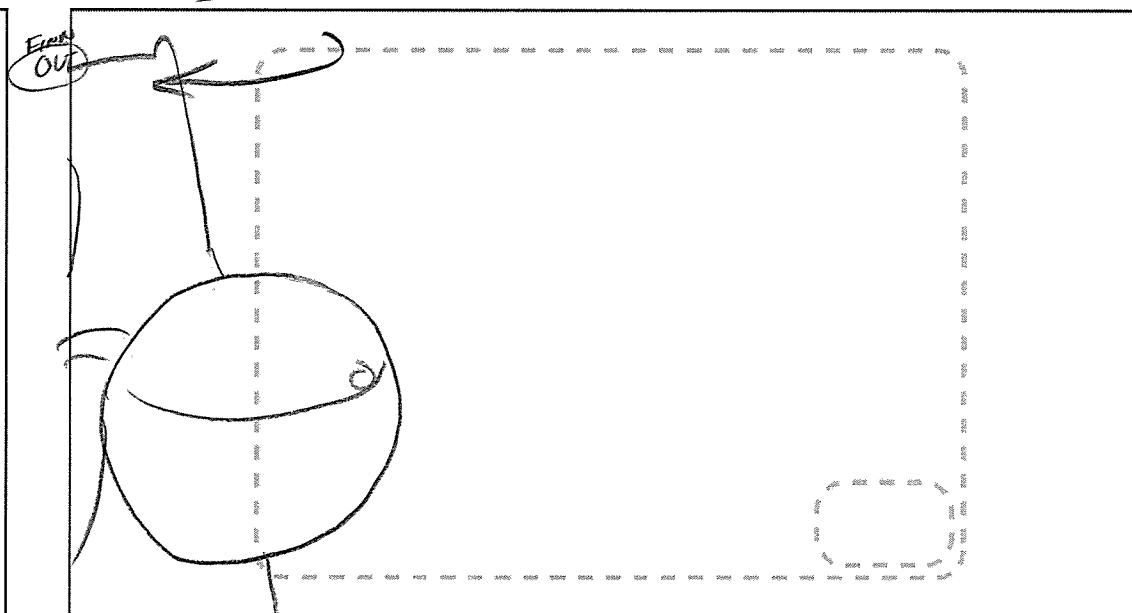


Sc. 35

Pnl. C

Bg.

day night



Dialog:

(F) Now you hang on, my friend-  
I'll be right back!

Action:

Timing:

EPISODE #  
100230

Production :

ADVENTURE TIME

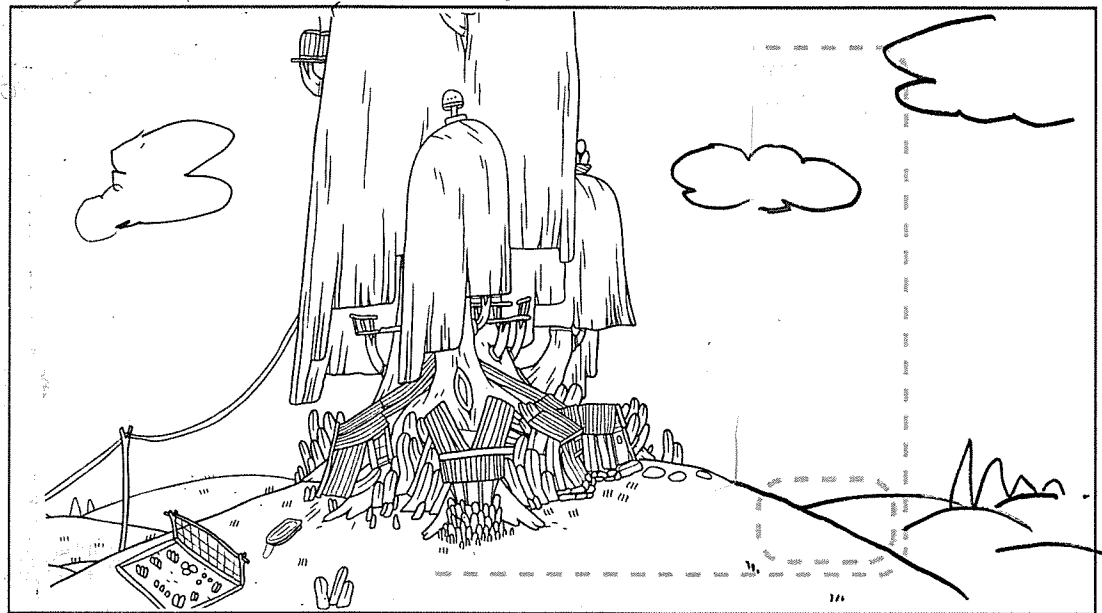


Sc. 36

Pnl. A

Bg.

day night

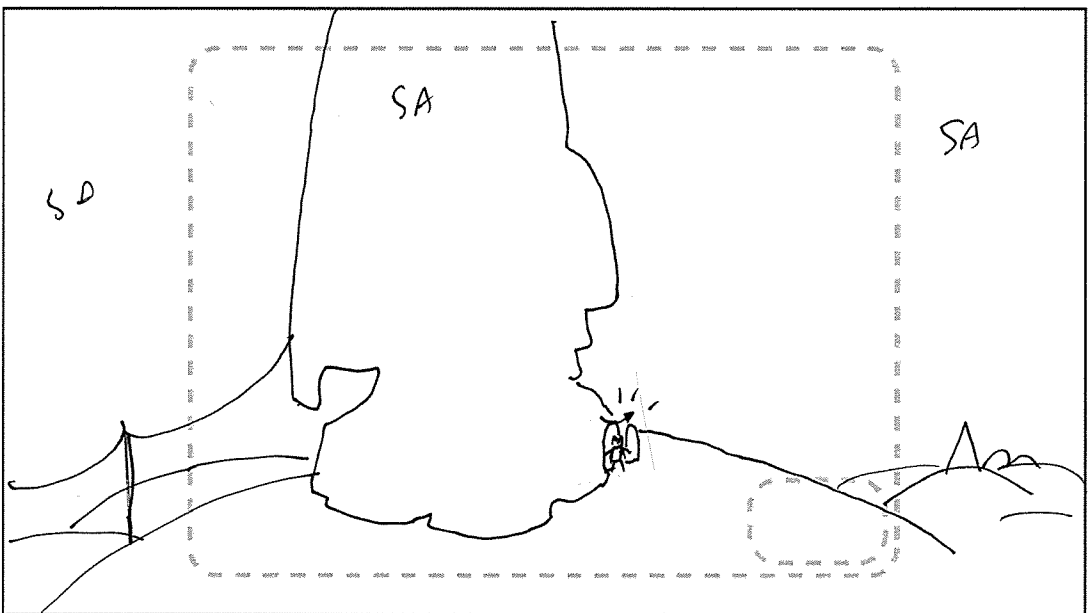


Sc. 36

Pnl. 8

Bg.

day night



Dialog:

(Footsteps inside treehouse)

(\*Door opens\*)

Action:

Door opens - Finn steps out

Timing:

100230

EPISODE #

Production :

# ADVENTURE TIME



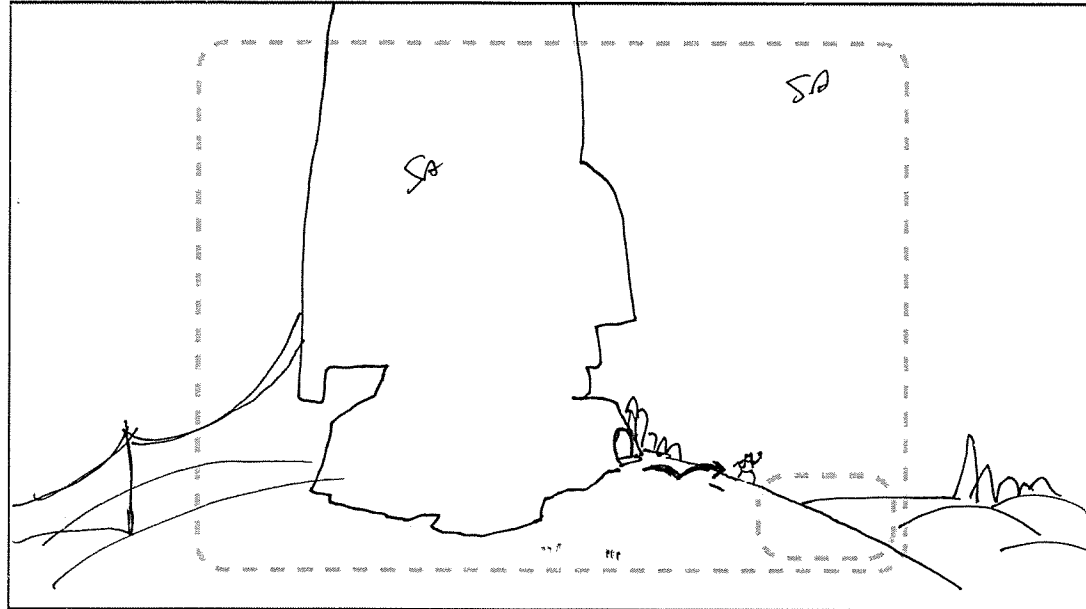
Page 44  
day night

Sc. 36

Pnl. C

Bg.

day night

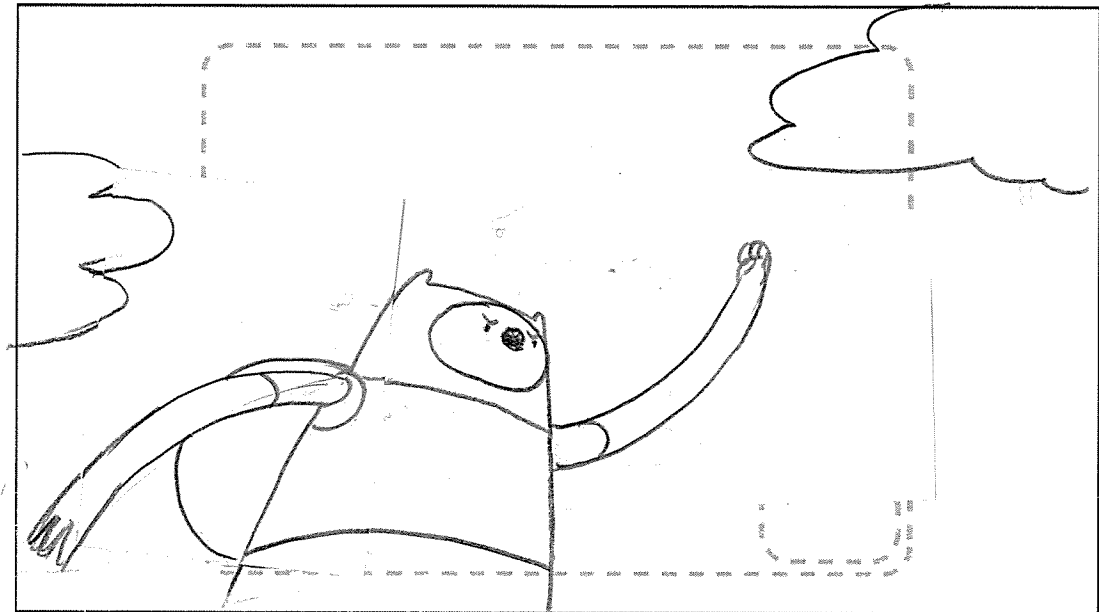


Sc. 37

Pnl. A

Bg.

day night



Dialog:

⑦ OKAY WORLD! Gimme a story for JAKE!

Action: Finn runs outside & stops, hand raised to the sky

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME



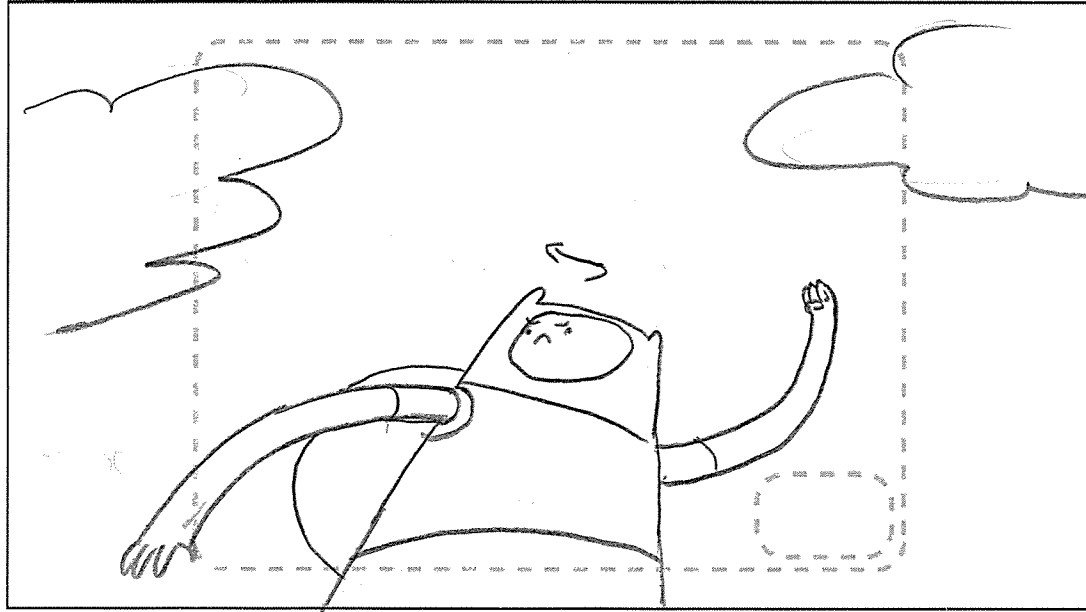
Page 44A

Sc. 37

Pnl. 8

Bg.

day night

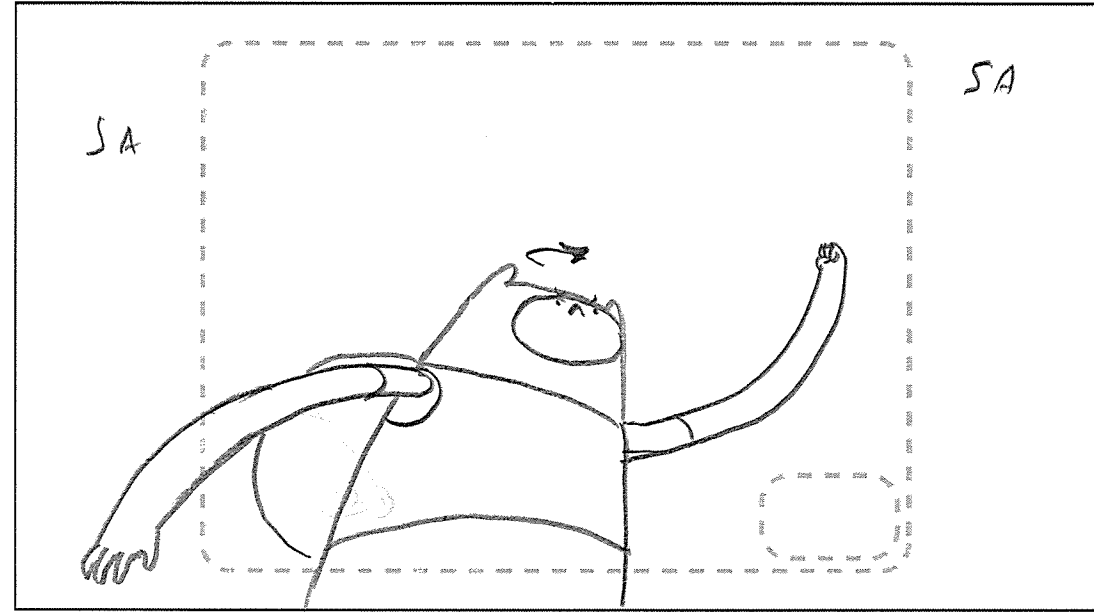


Sc. 37

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100230

Production :

ADVENTURE TIME



Sc. 37

Pnl. D

Bg.

day night

Sc. 38

Pnl. A

Bg.

day night

Dialog:	(F)*GASP!*
Action:	leaf falling from the sky. (leaf is back lit)
Timing:	

# ADVENTURE TIME

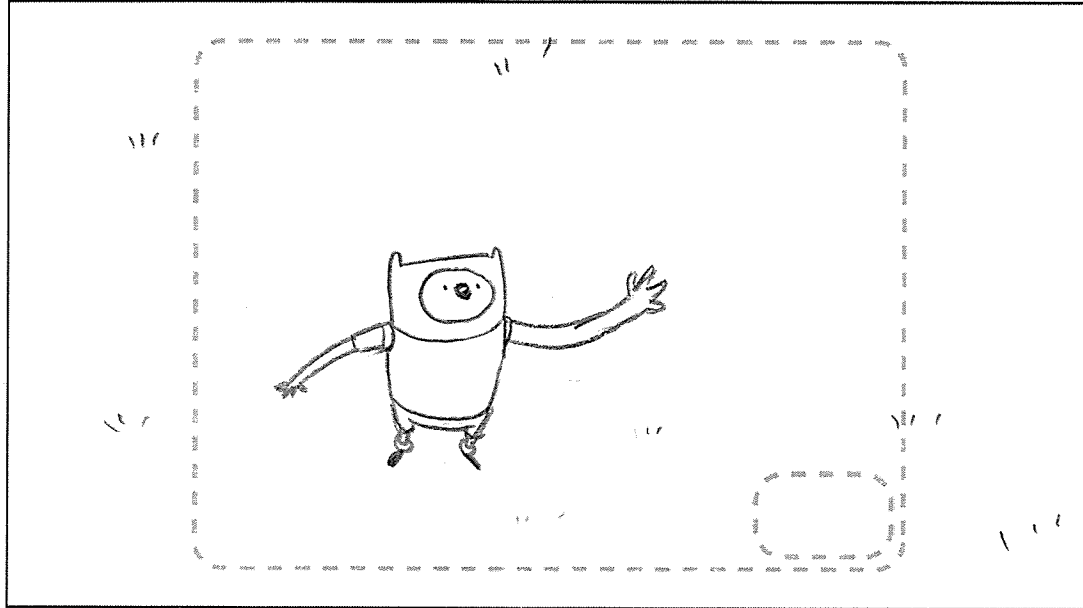


Sc. 39

Pnl. A

Bg.

day night

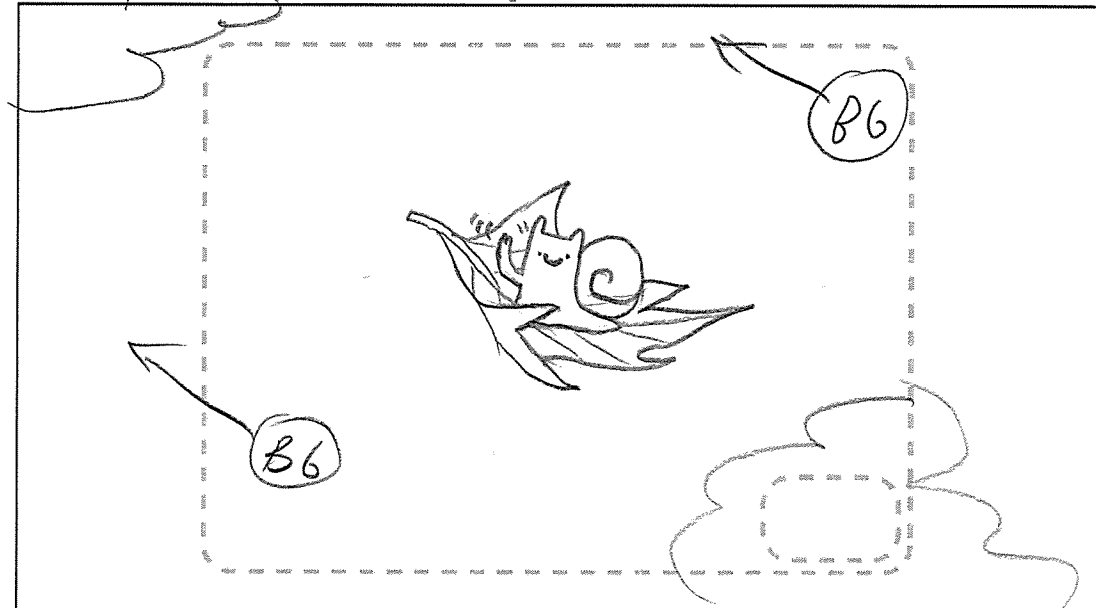


Sc. 40

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME



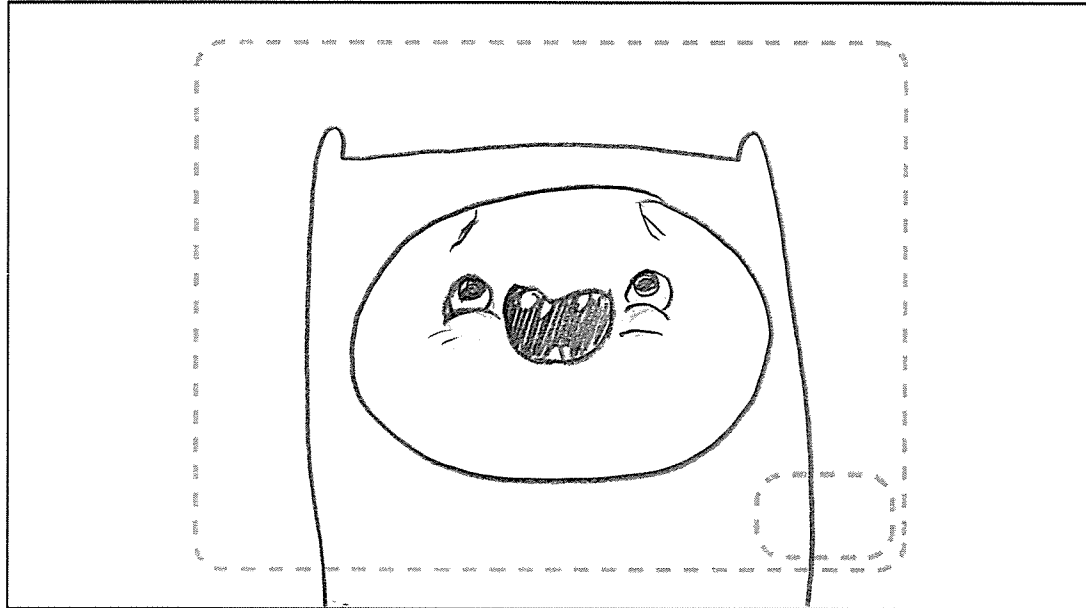
Page 47

Sc. 41

Pnl. A

Bg.

day night

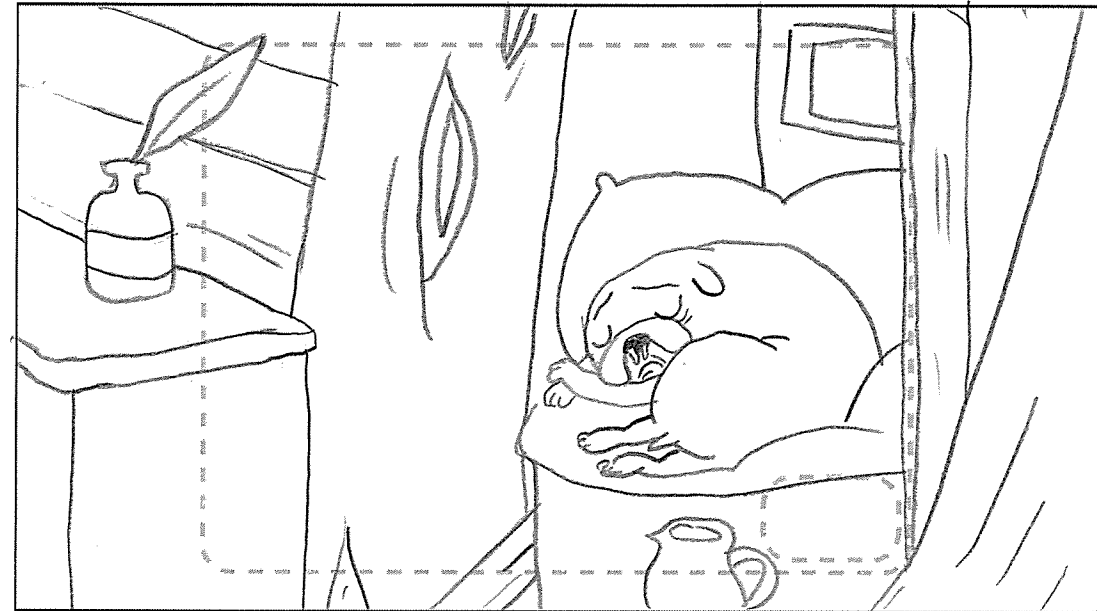


Sc. 42

Pnl. A

Bg.

day night



Dialog:

Ⓣ Ahahaha!

Jake (pathetic whimpering)

Action:

Jake curled up in bed, snort dripping from his nose

Timing:

100230

EPISODE #

Production :



ADVENTURE TIME

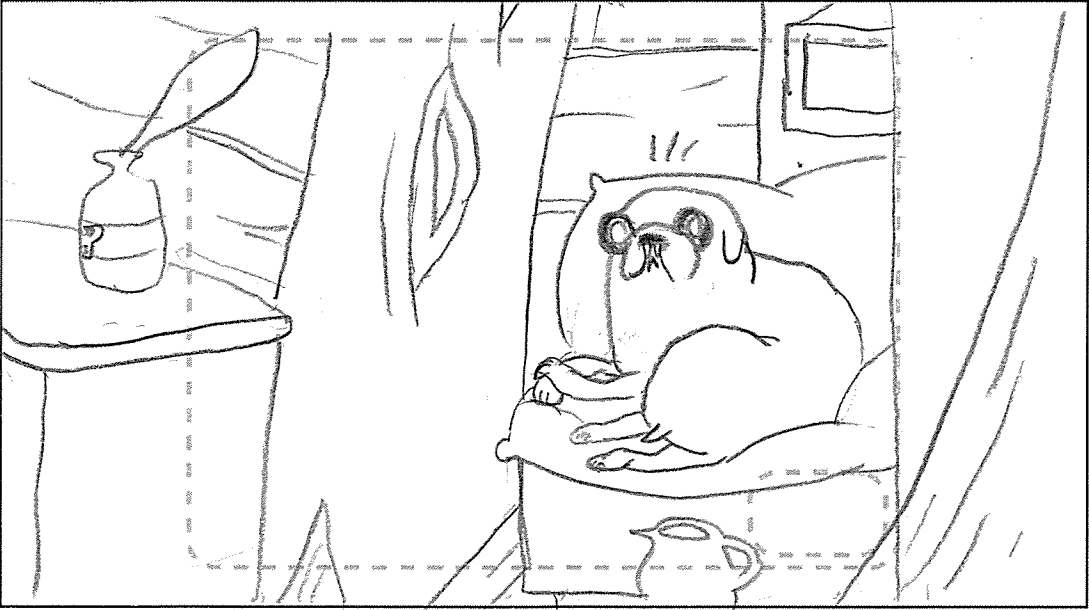


Sc. 42

Pnl. B

Bg.

day night

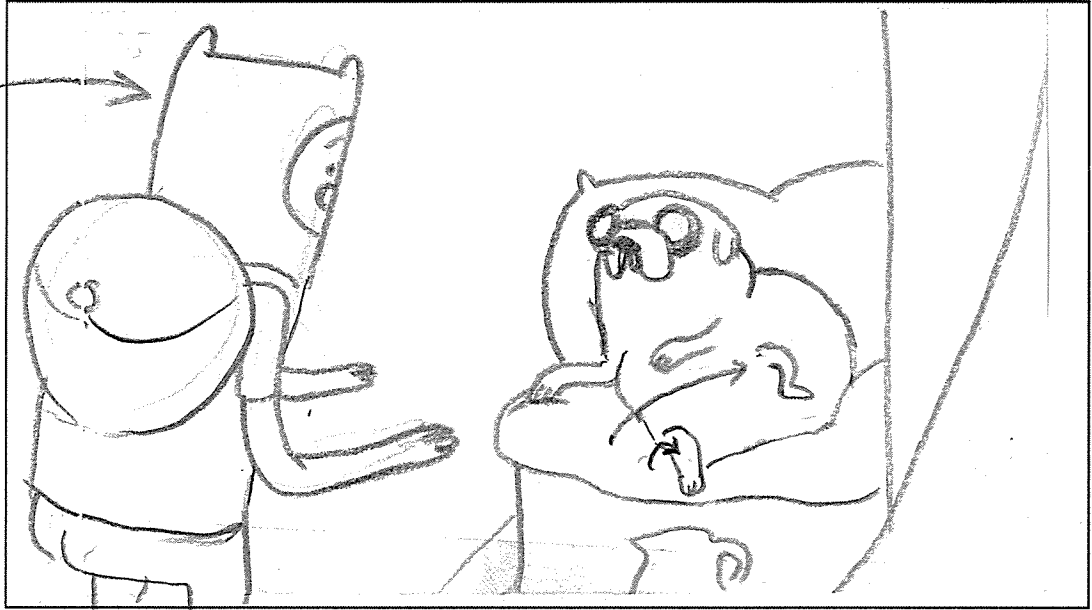


Sc. 42

Pnl. C

Bg.

day night



Dialog: (F) JAKE! JAKE!

(F) Check it out,

Action:

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME

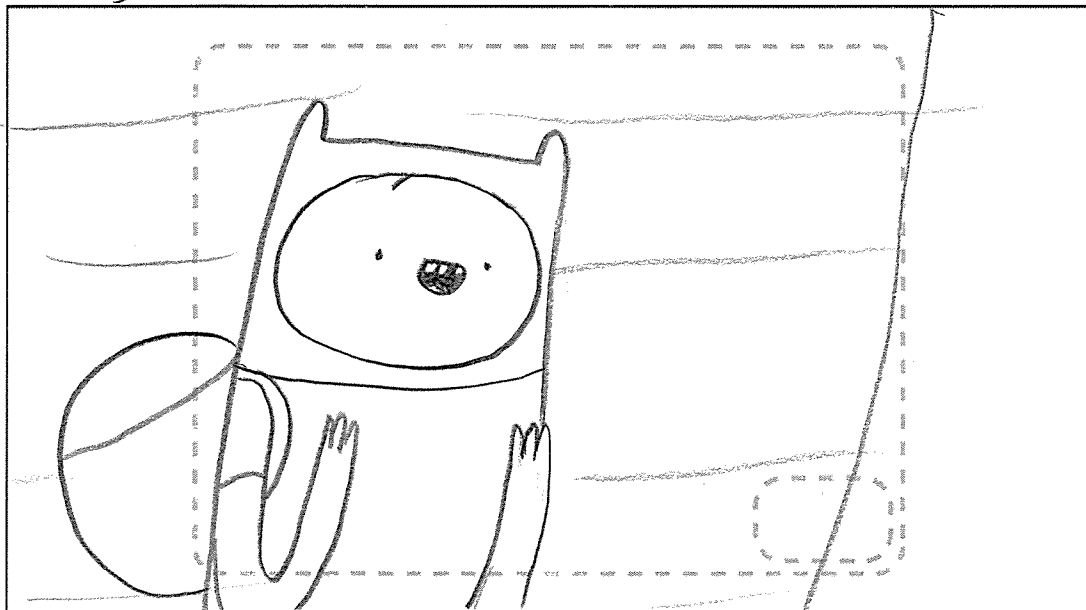


Sc. 43

Pnl. A

Bg.

day night

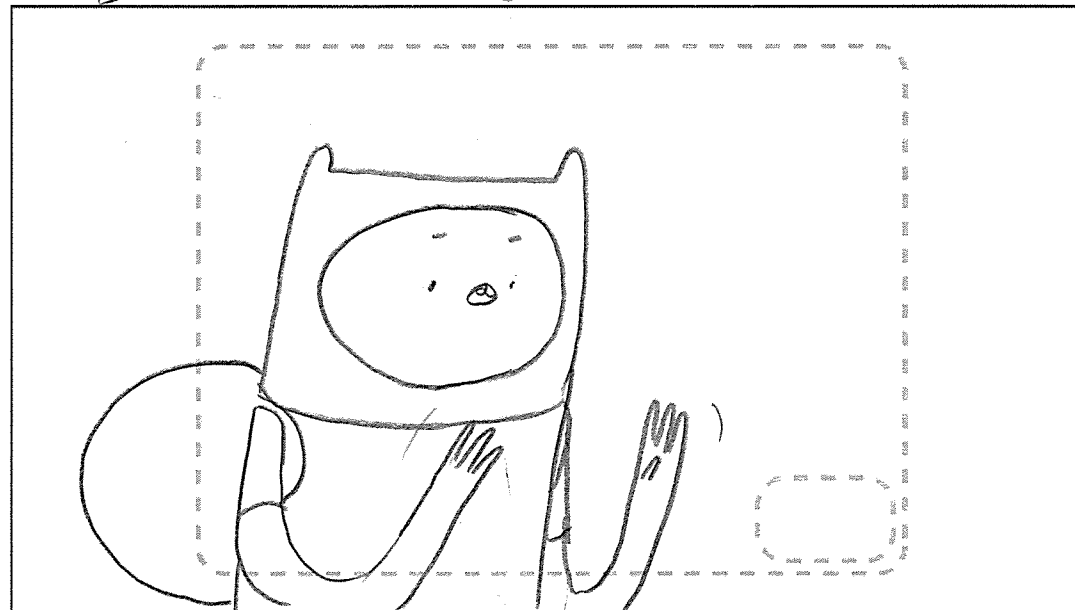


Sc. 43

Pnl. B

Bg.

day night



Dialog:

This true story is going to totally cure you! A SNAIL. WAVED AT ME!

Action:

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME



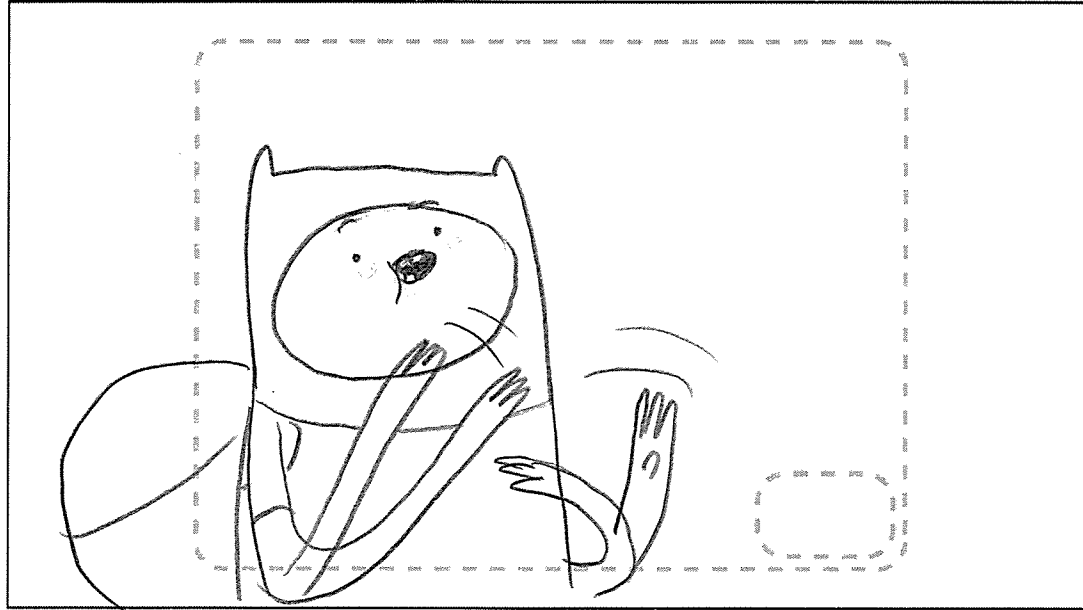
Page 50

Sc. 43

Pnl. C

Bg.

day night

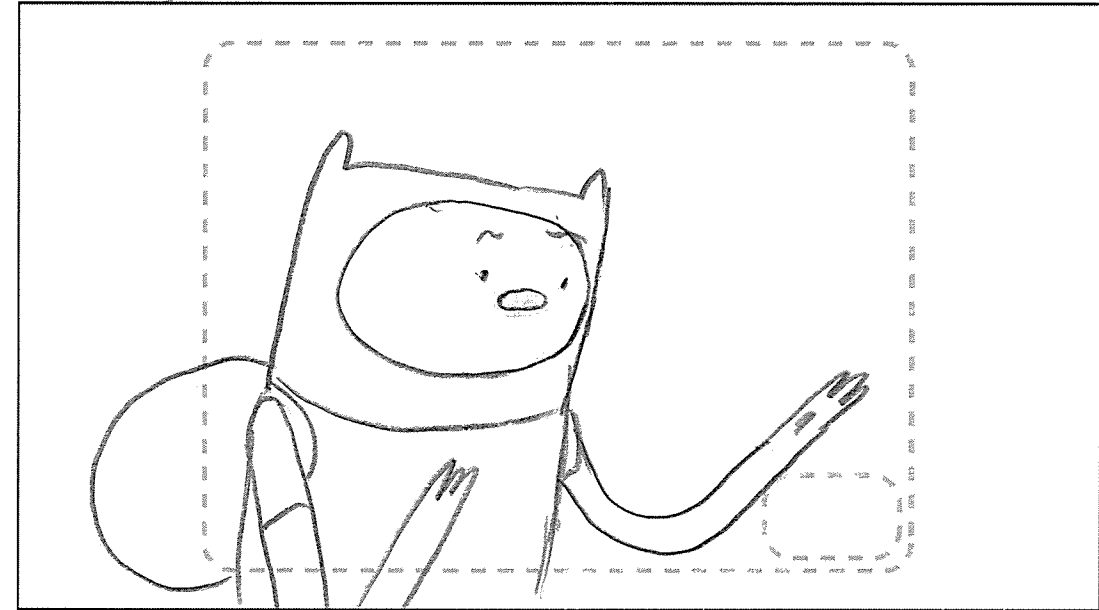


Sc. 43

Pnl. D

Bg.

day night



Dialog: (F) And-but.. wait! wait!

First the leaf fell off a tree -

Action:

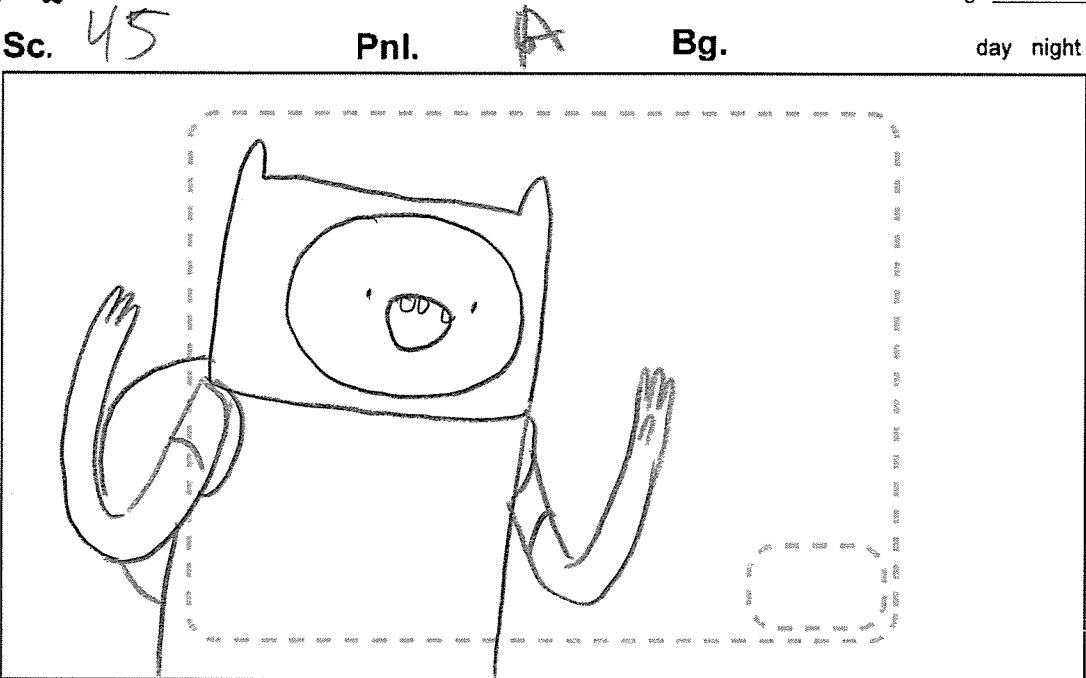
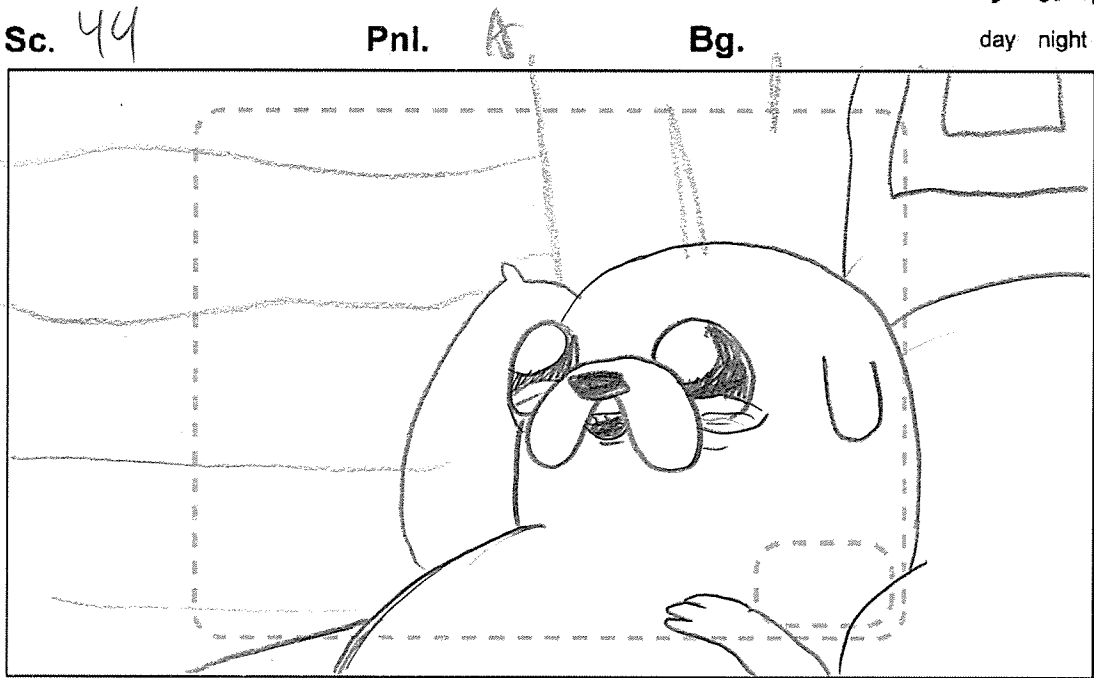
Timing:

EPISODE #

100230

Production :

ADVENTURE TIME



Dialog:	J Yeah? Yeah? then what happened? F and the snail was <u>on</u> the <u>LEAF</u> !
Action:	
Timing:	

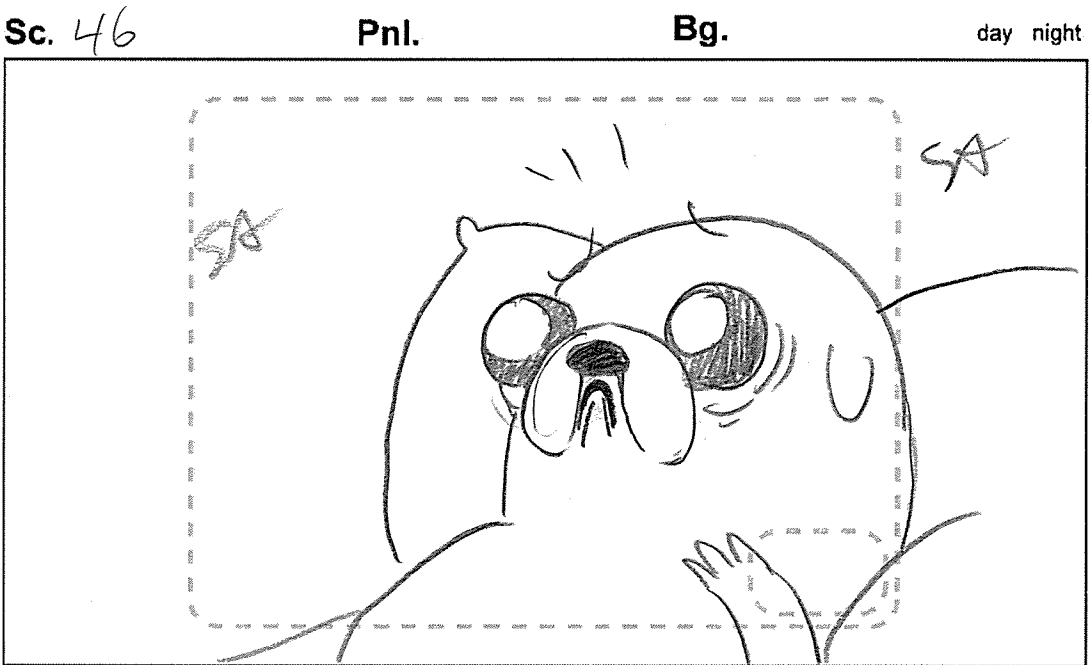
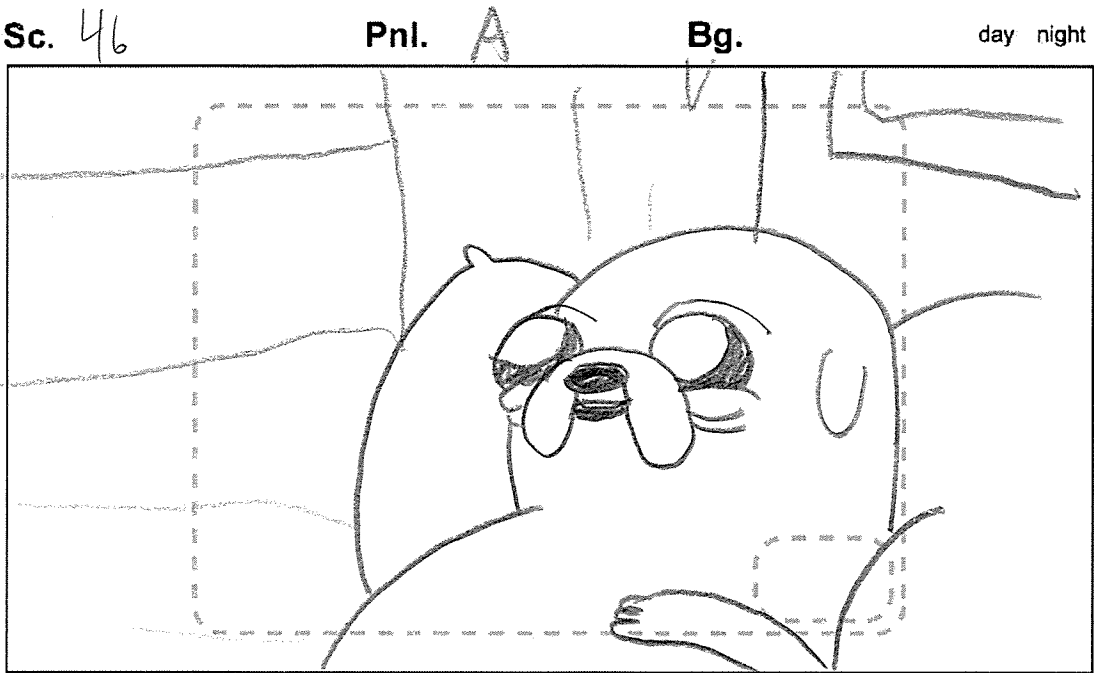
100230

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(F) (os) The end!
Action:	
Timing:	

EPISODE # 100230

Production :

ADVENTURE TIME

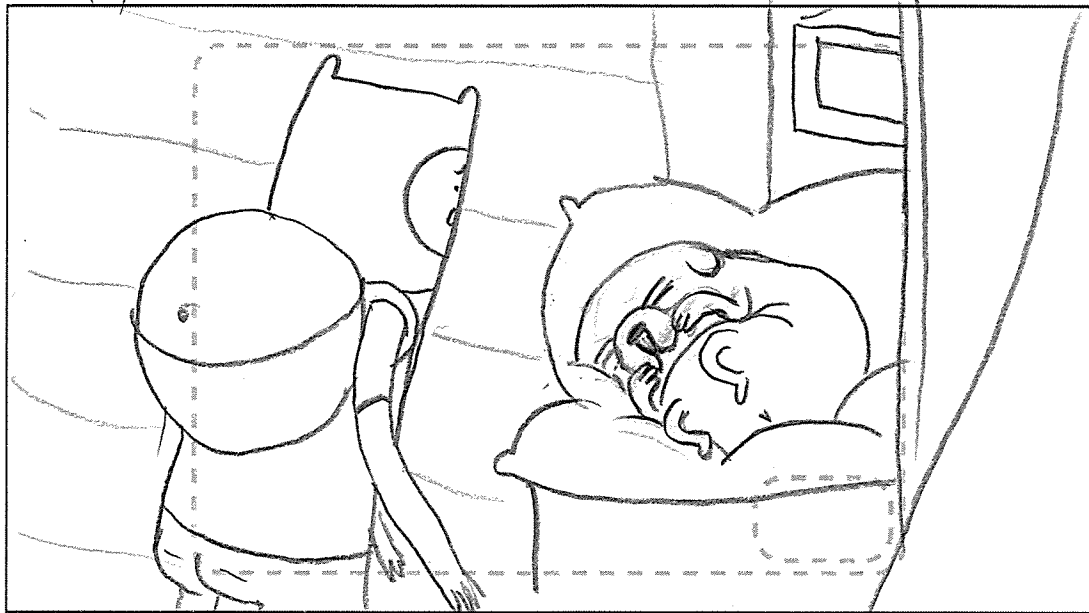


Sc. 47

Pnl. A

Bg.

day night

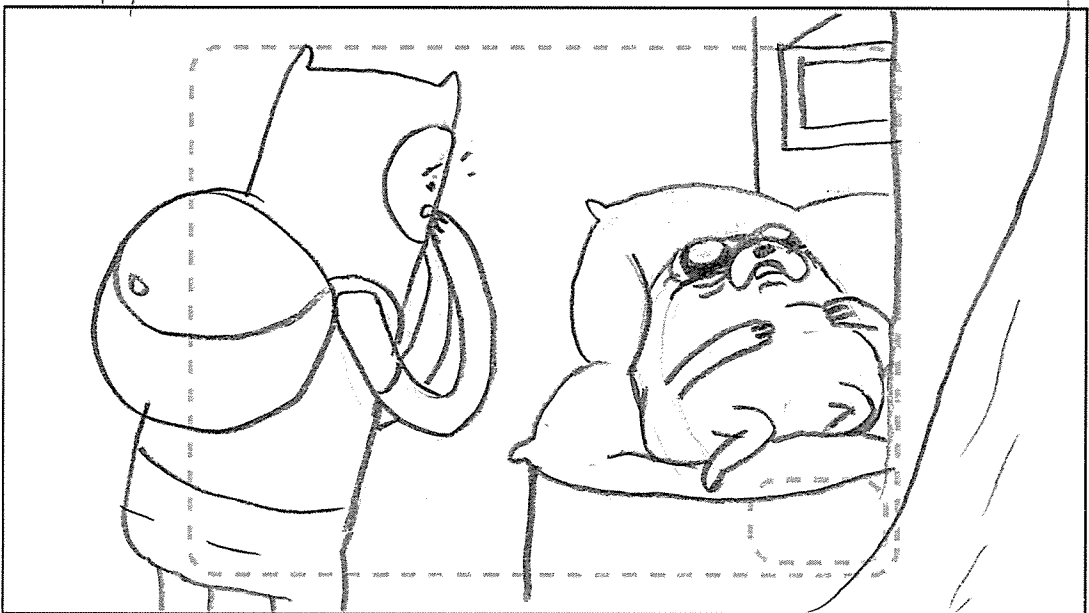


Sc. 47

Pnl. B

Bg.

day night



Dialog:

① Oh no!

① that story just mad me feel a  
thous AND times worse.

Action:

②

Timing:

EPISODE # 100230

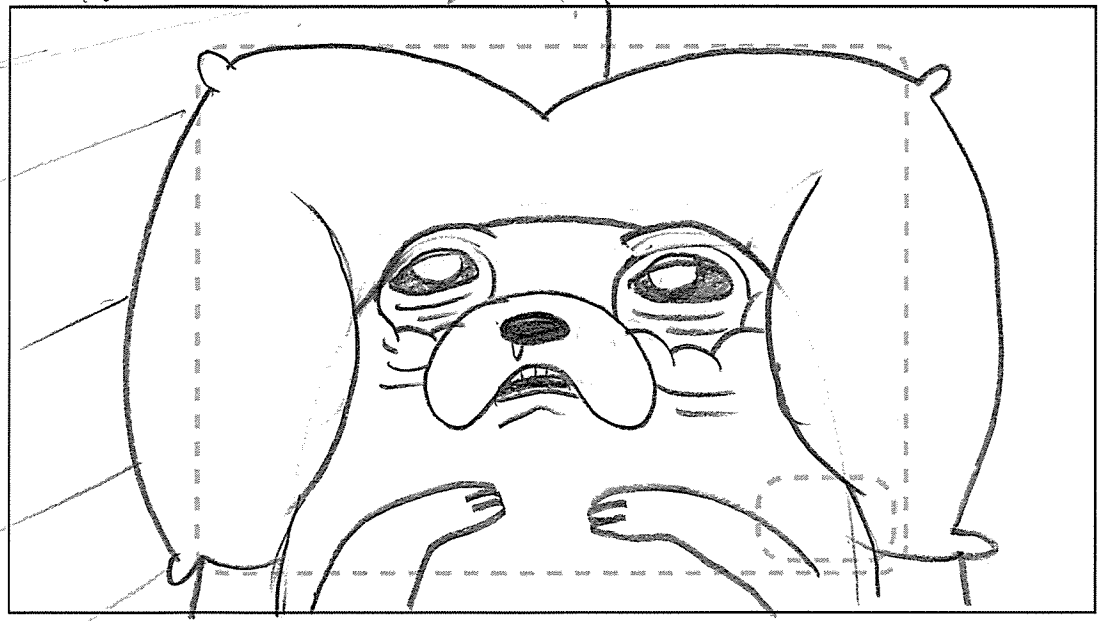
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

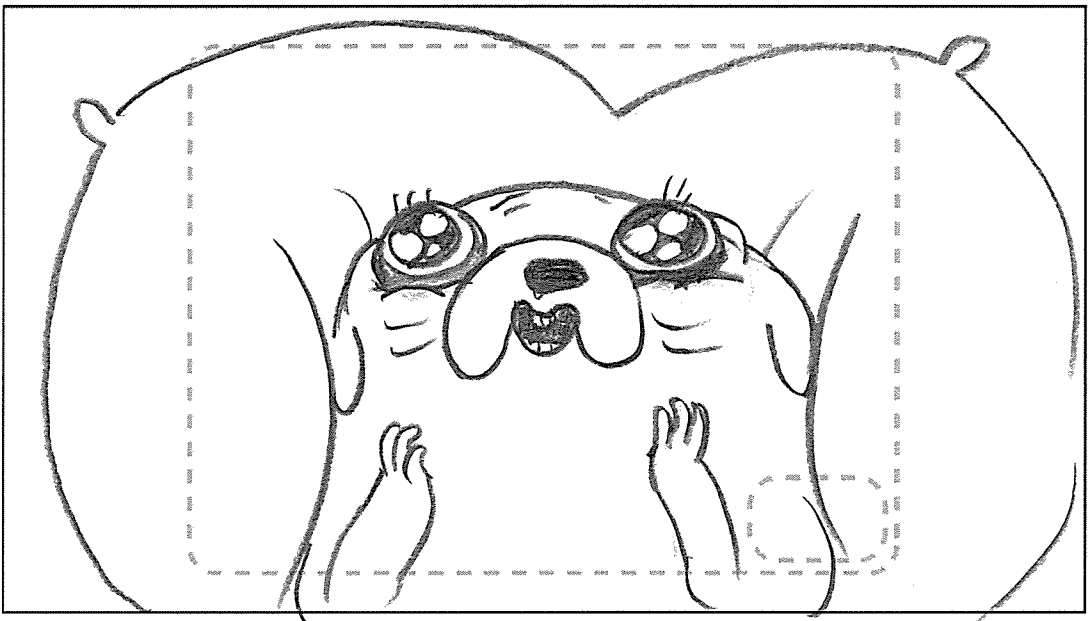
ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. 48 Pnl. B Bg. day night



Dialog:	Ⓜ FINN, A story's gotta have excitement: Ⓜ Romance!
Action:	
Timing:	

EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



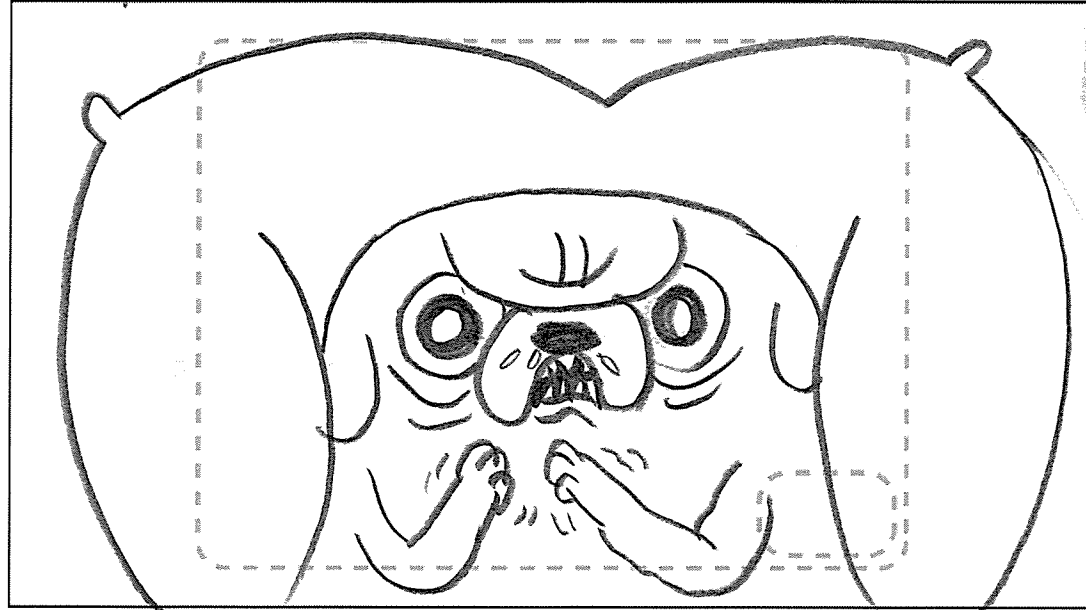
Page 54

Sc. 48

Pnl. C

Bg.

day night

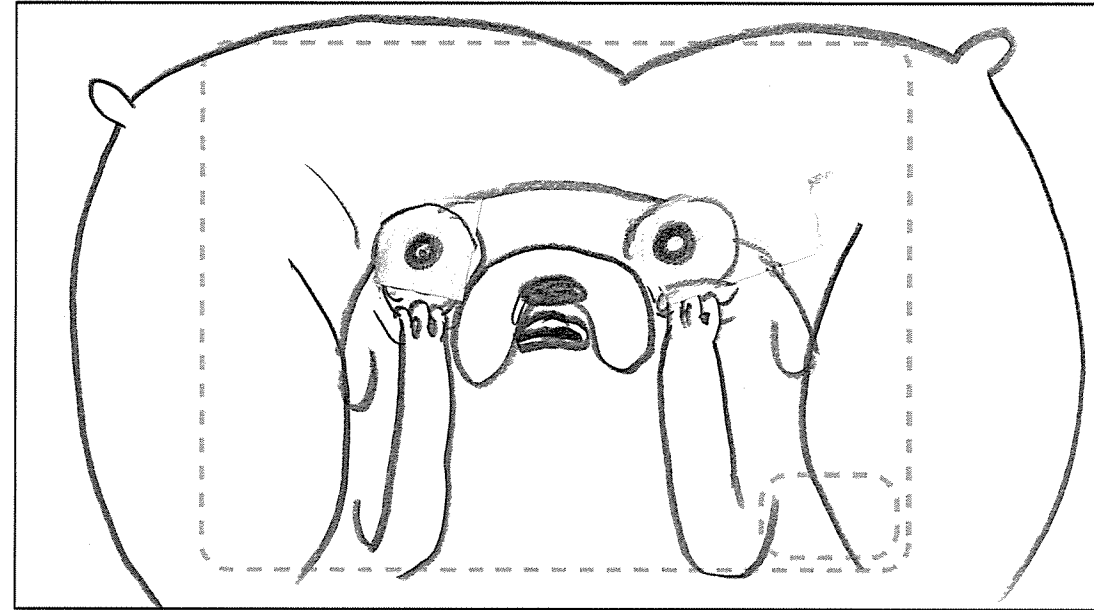


Sc. 48

Pnl. D

Bg.

day night



Dialog: J Violence!

J SUS -

Action:

Blacks of Jake's eyes shrink

Timing:

EPISODE # 100230

Production :



## ADVENTURE TIME

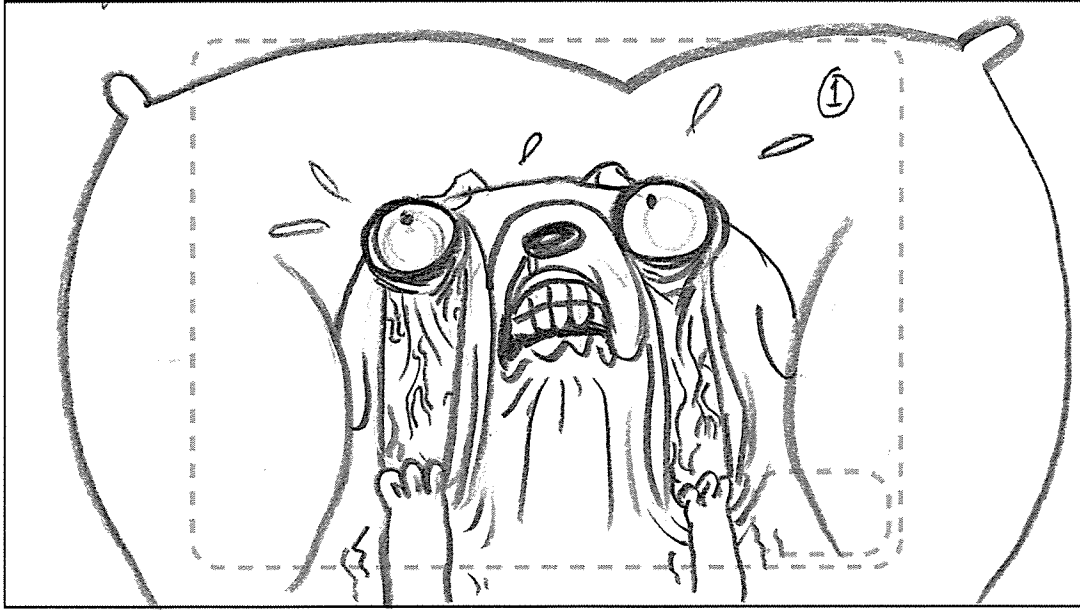
Page 55

Sc. 48

Pnl. E

**Bg.**

day night

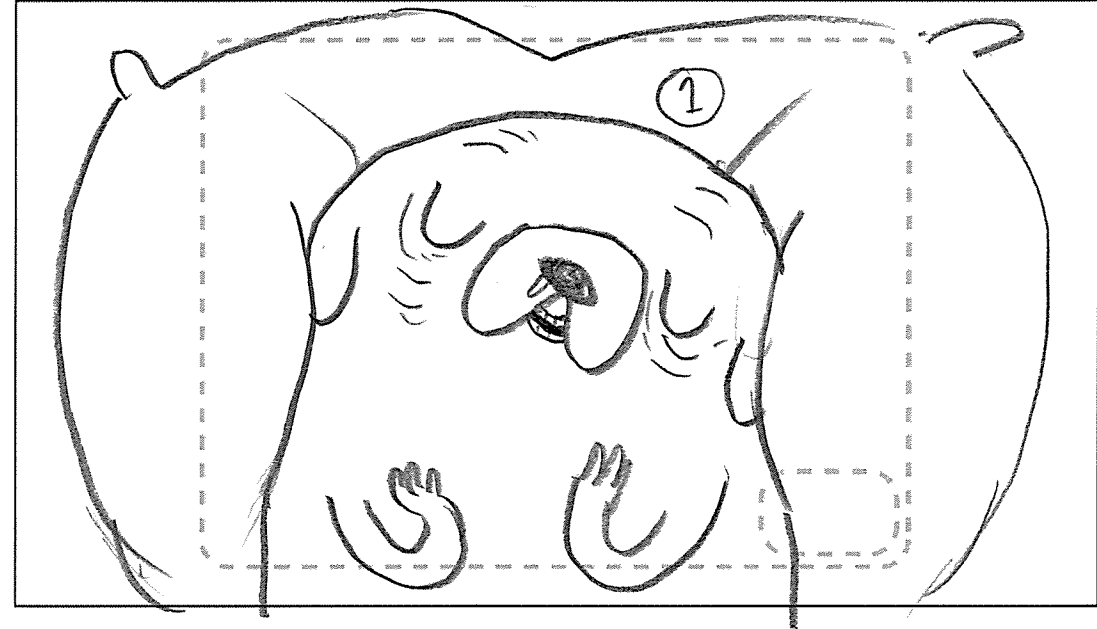


**Sc.** 48

**Pnl.**

**Bg.**

day night



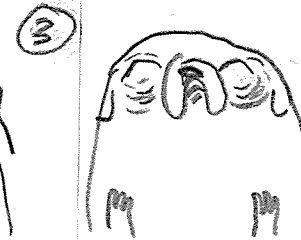
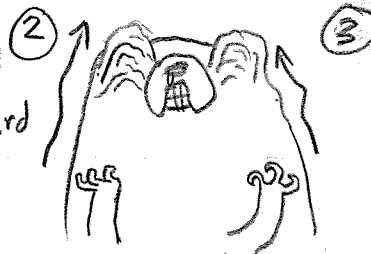
**Dialog:**

(J) - pen s s s s s s s s s e !  
 (Z) ....

(J) ① and it has to have a happy ending.  
② SN, FFFF!

**Action:** Jake pulls on his bottom eyelid slowly as he says "suspense" then he lets go & his eyelids ripple upward

**Timing:**



Jake sniffs  
his snout up his nose.

EPISODE # 100230

**Production :**

ADVENTURE TIME

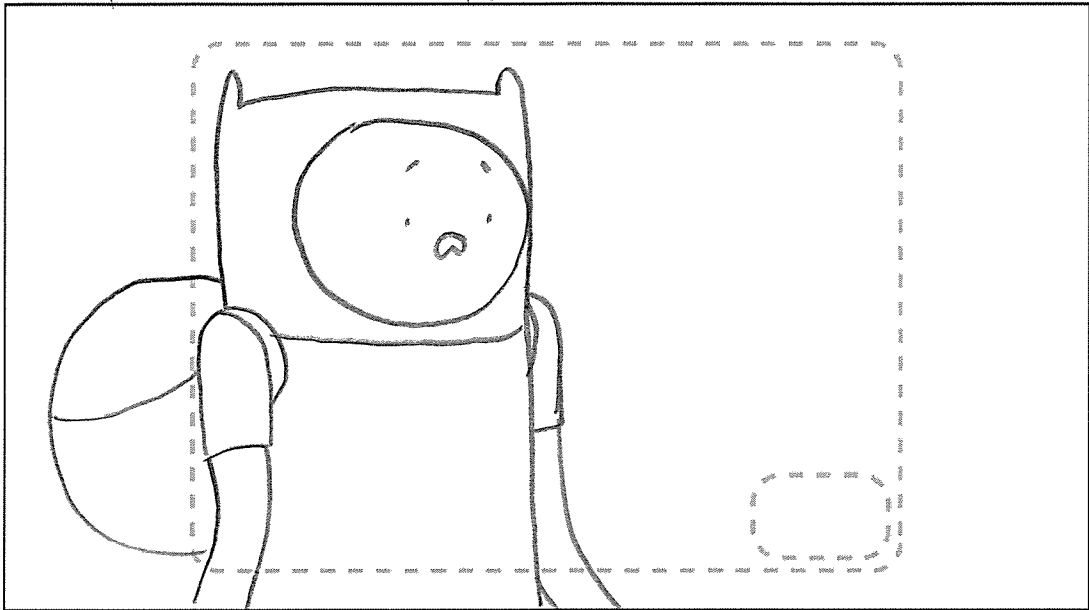


Sc. 49

Pnl. A

Bg.

day night

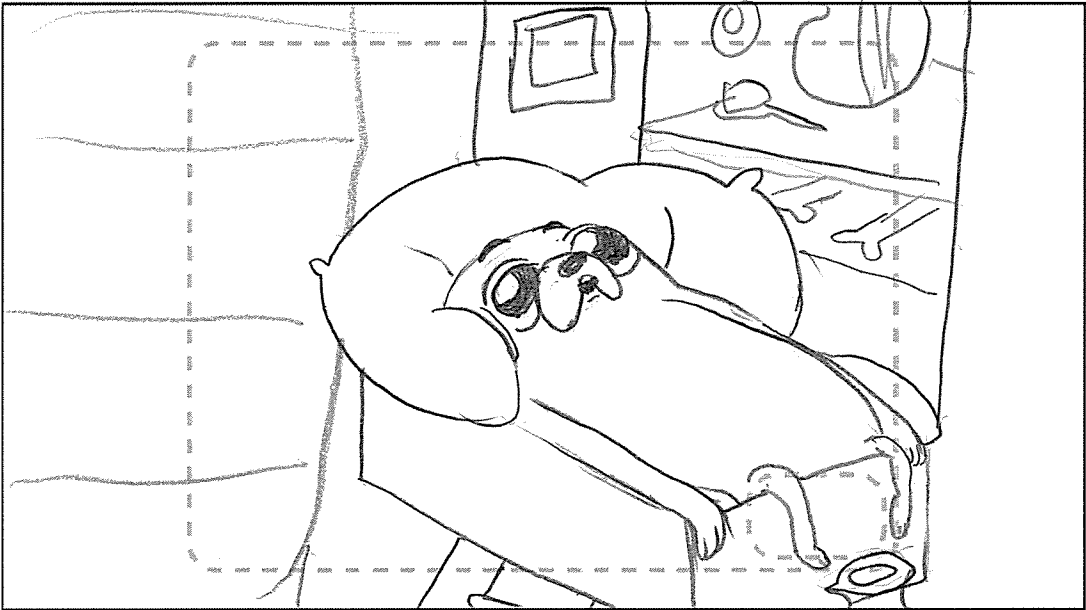


Sc. 50

Pnl. A

Bg.

day night



Dialog:

(F) But, I don't know how to make that stuff happen -

(J) that's okay buddy.

Action:

Timing:

EPISODE # 100230

Production :

ADVENTURE TIME



Sc. 50

Pnl. B

Bg.

day night

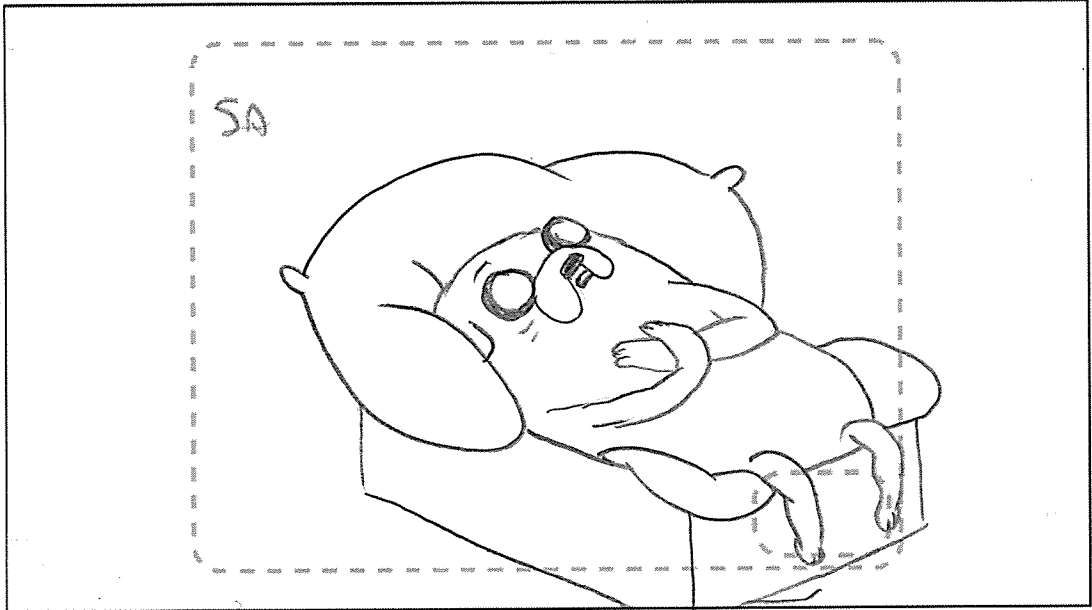


Sc. 50

Pnl. C

Bg.

day night



Dialog: ⑤ Just... dig me a hole then.

⑥ Actually, two holes: one for my guts and one for my face

Action:

Timing:

EPISODE # 100230

Production :

ADVENTURE TIME



Sc. 50 Pnl. D Bg. day night

Sc. 50 Pnl. E Bg. day night

Dialog: ① Cause when I die of this ailment my Guts are going to blow out of my face.

Action: after Jake speaks he blinks one. ②

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME

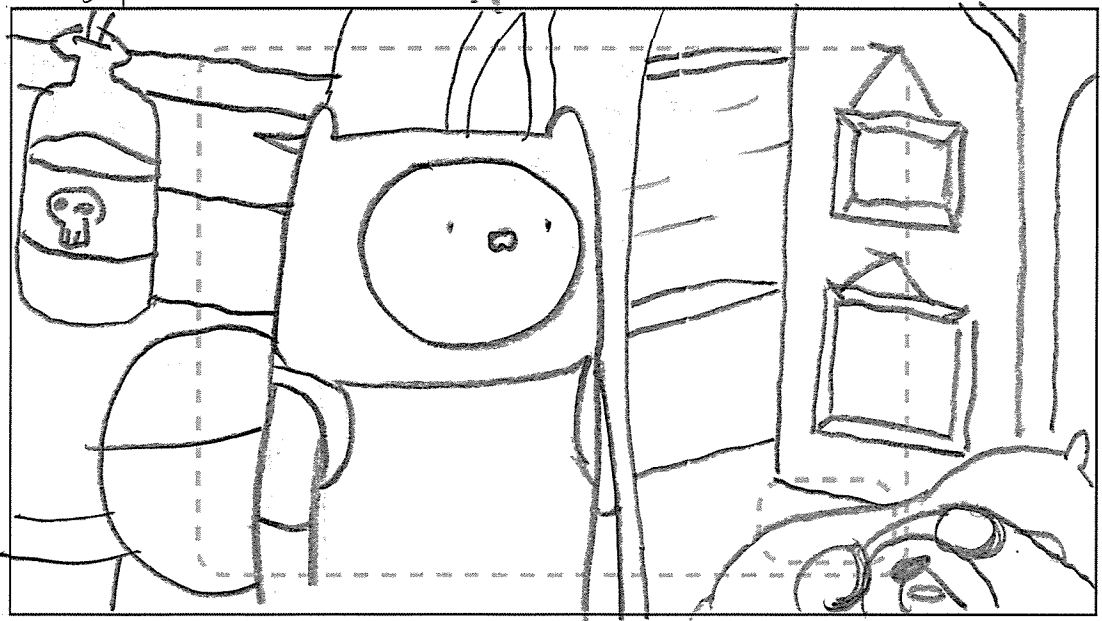


Sc. 51

Pnl. A

Bg.

day night

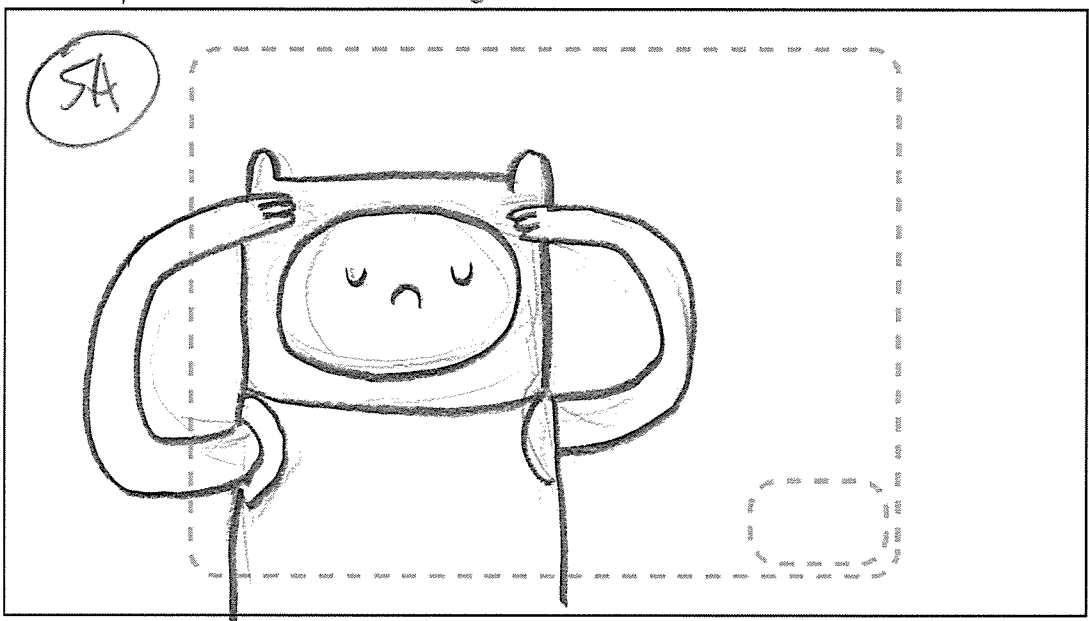


Sc. 51

Pnl. B

Bg.

day night



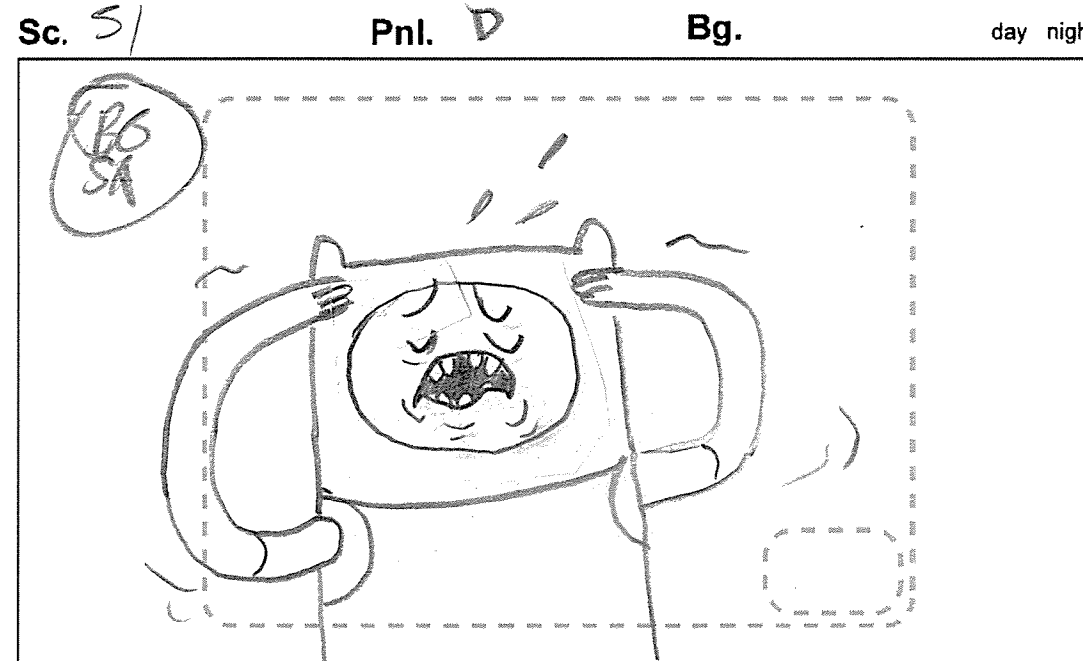
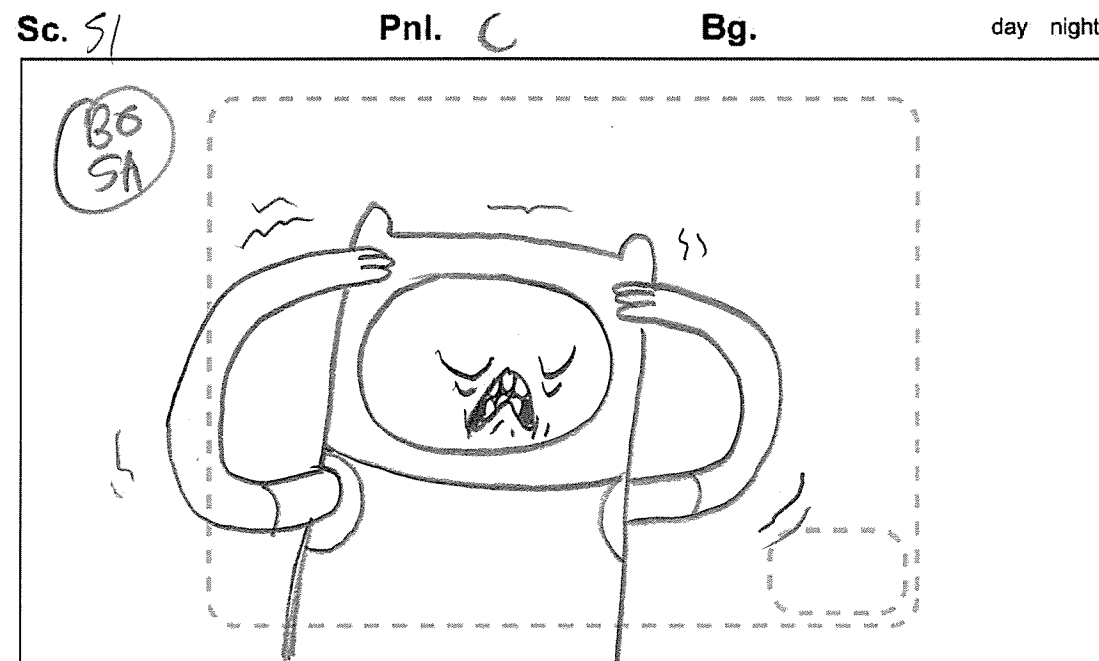
Dialog:	<u>(F) OKAY</u>
Action:	
Timing:	

EPISODE # 100230  
Production :

# ADVENTURE TIME



Page 60



Dialog:

(F) Oh Heavens to Betsy! Ah! Ah!

Action:

Timing:

EPISODE #  
100230

Production :

# ADVENTURE TIME



Page 6  
day night

Sc. 51

Pnl. E

Bg.

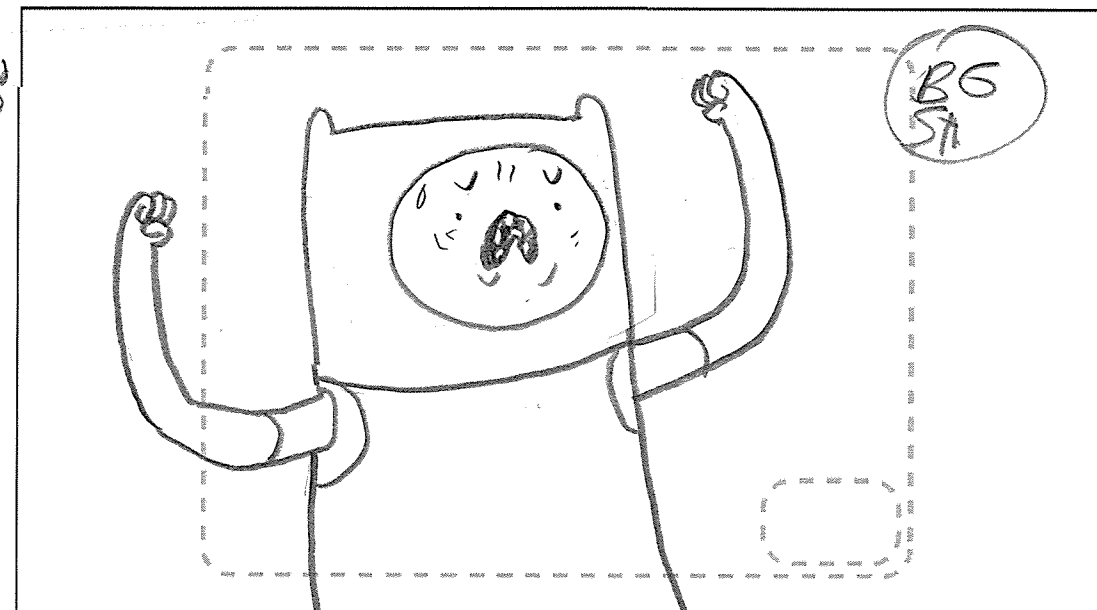
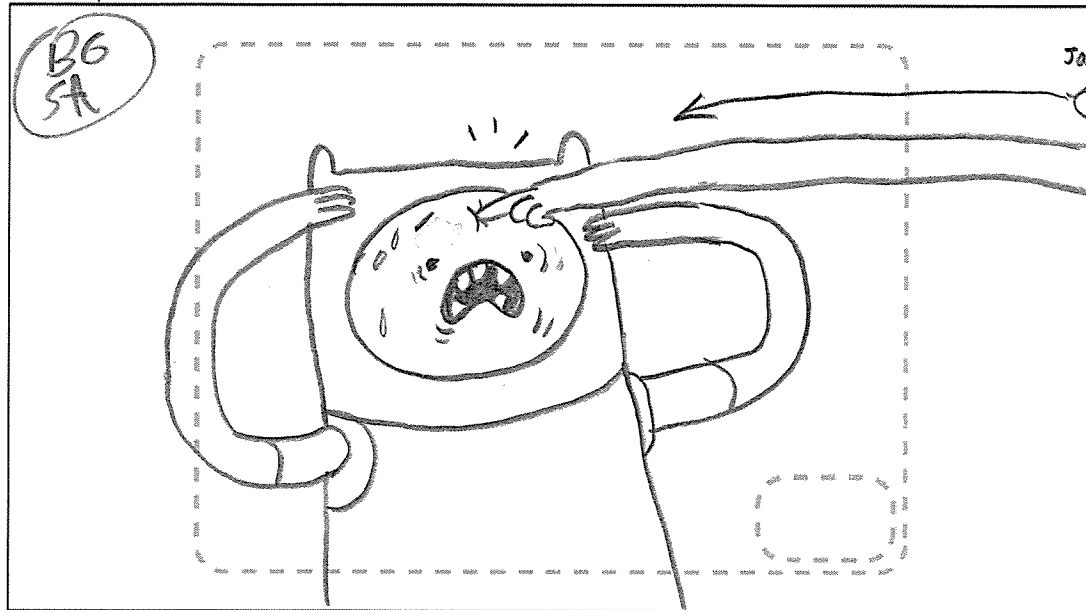
day night

Sc. 51

Pnl. F

Bg.

day night



Dialog:

(<sup>SFX</sup> \* point \*)

(F) I Am NOT Gonna let that happen  
Dude!

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



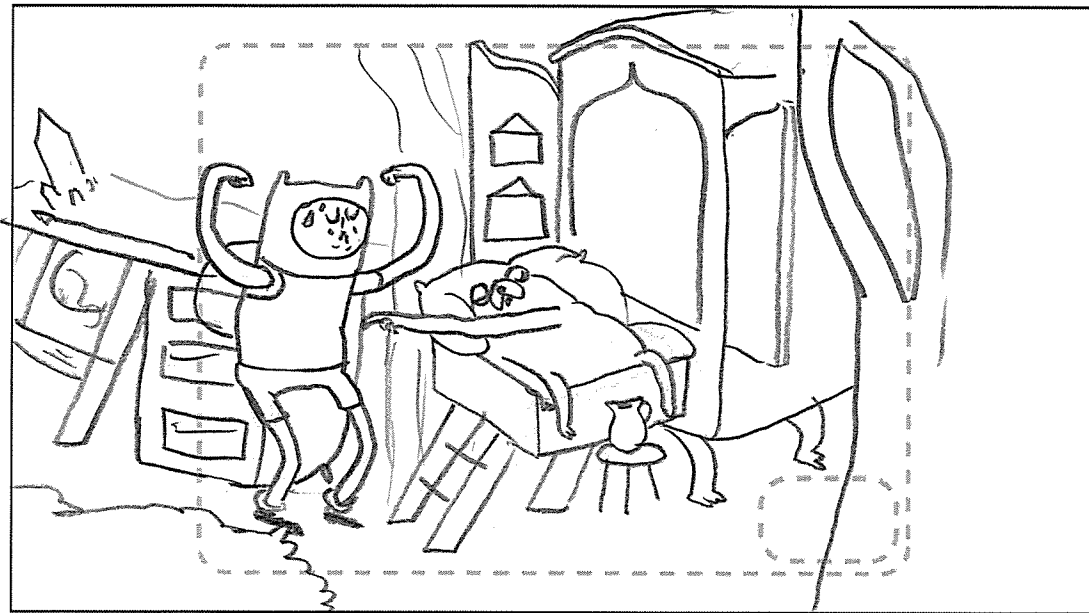
Page 62

Sc. 52

Pnl. A

Bg.

day night

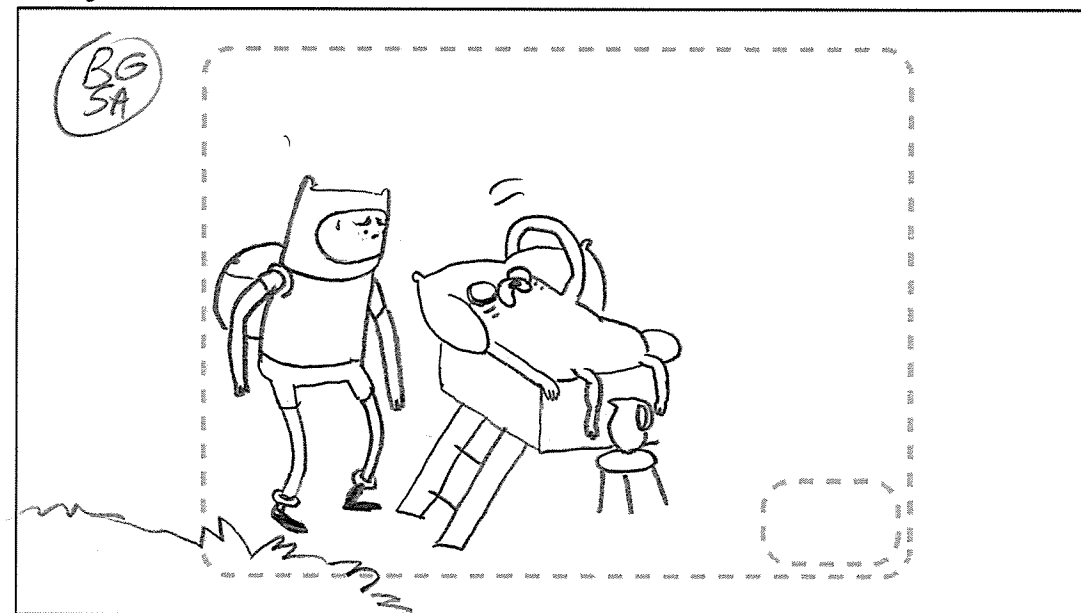


Sc. 52

Pnl. B

Bg.

day night



Dialog: J Then go get me that story!

(\*paper rustles\*)

Action:

Timing:

100230

EPISODE #

Production :



ADVENTURE TIME

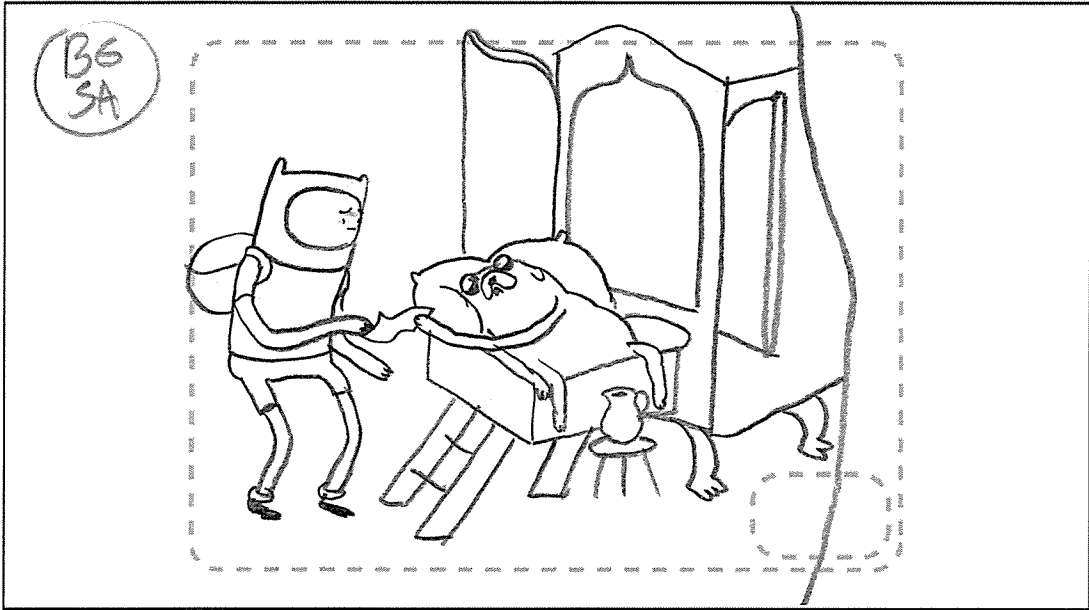


Sc. 52

Pnl. C

Bg.

day night

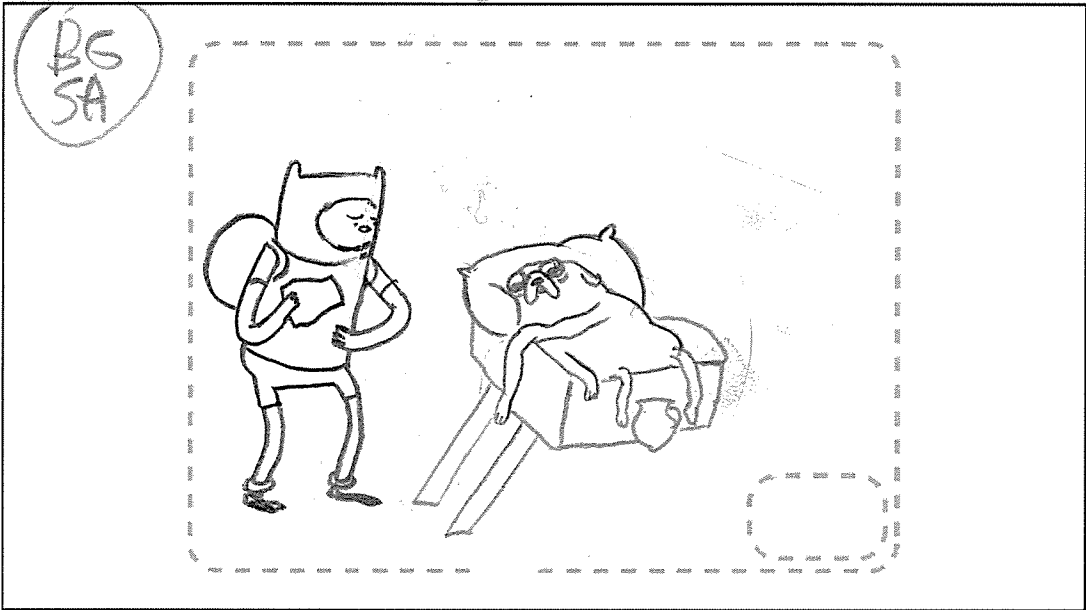


Sc. 52

Pnl. D

Bg.

day night



Dialog: (J) make it has all the things on this list. (F) Don't worry Jake. I will!

Action:

Timing:

EPISODE # 100230

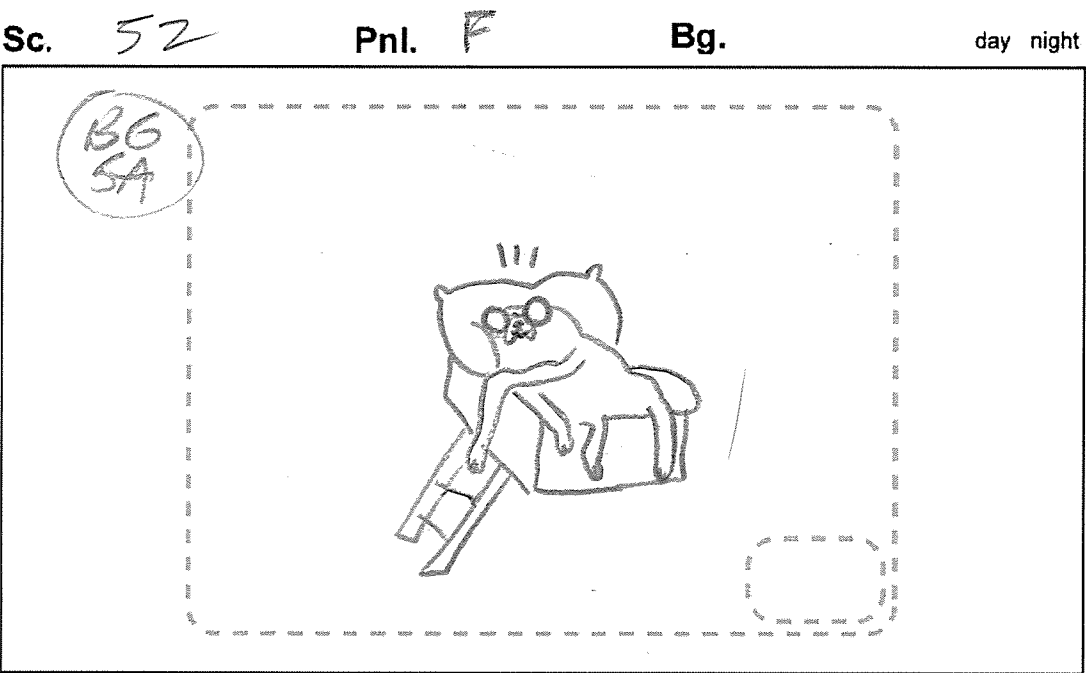
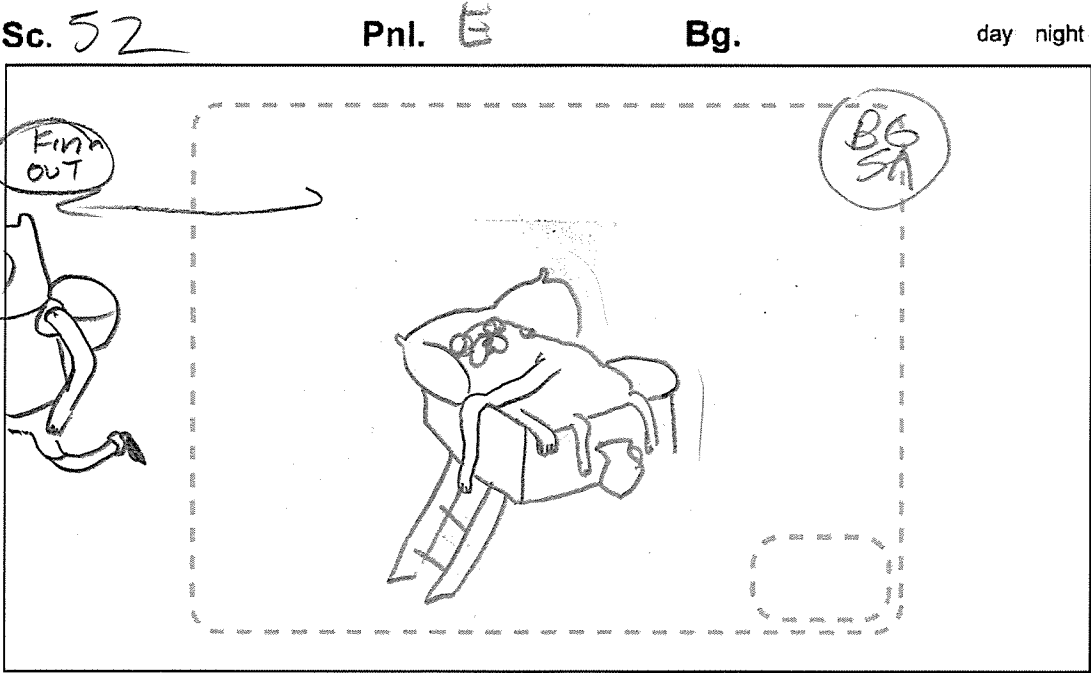
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 64



Dialog:	(Finn's footsteps fading)	(SFX door opens and slams)
Action:		
Timing:		

Production :  
EPISODE #  
100230

# ADVENTURE TIME



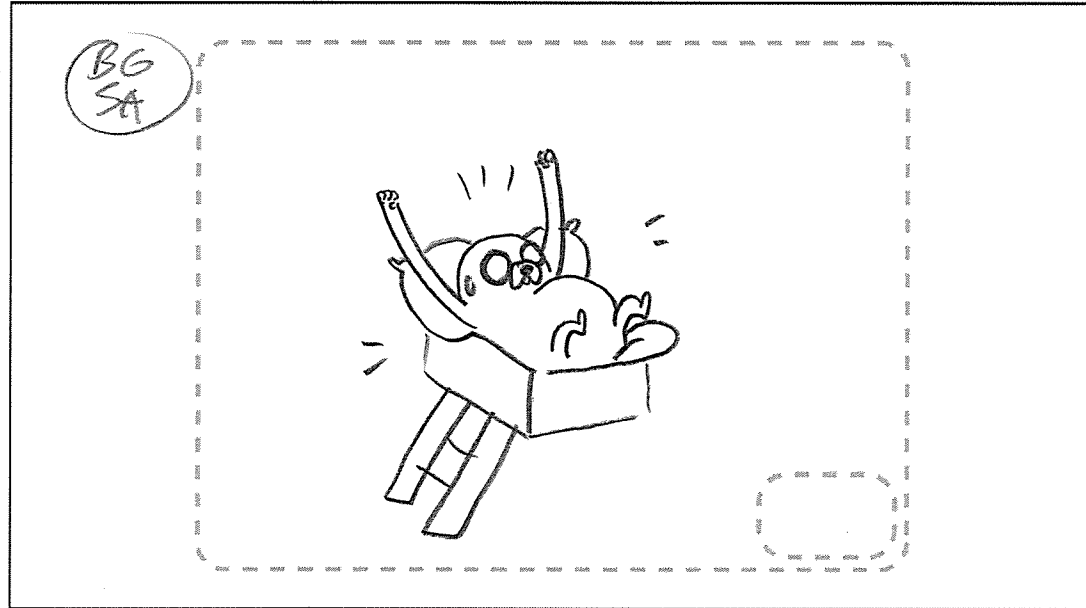
Page 65

Sc. 52

Pnl. G

Bg.

day night

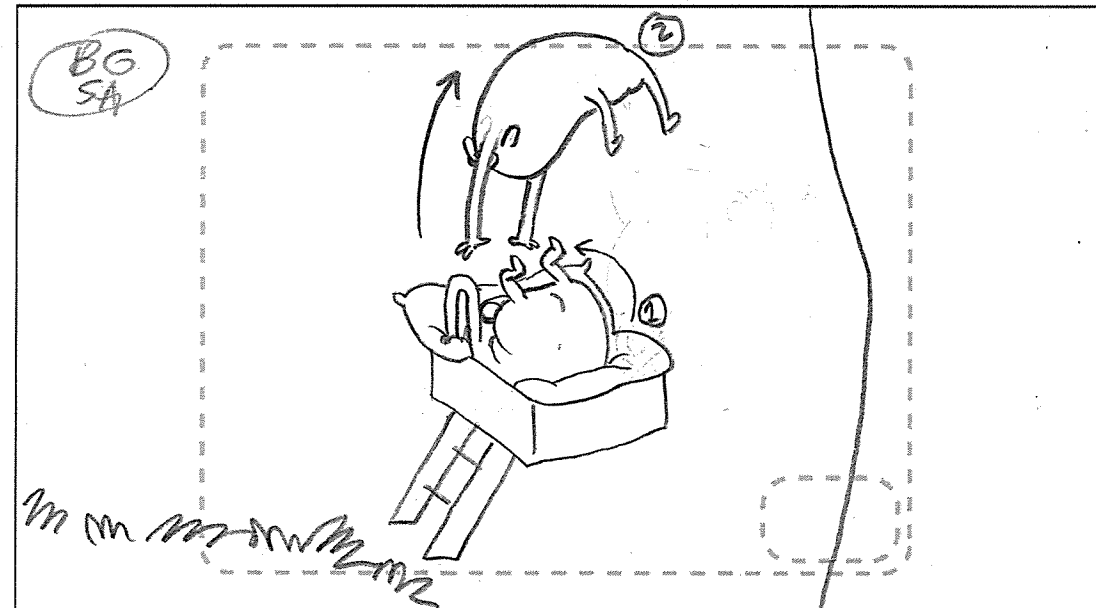


Sc. 52

Pnl. H

Bg.

day night



Dialog:

JAKE: Woo!

Action:

Jake places his hands on the bed  
and pushes his body into the air

Timing:

EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

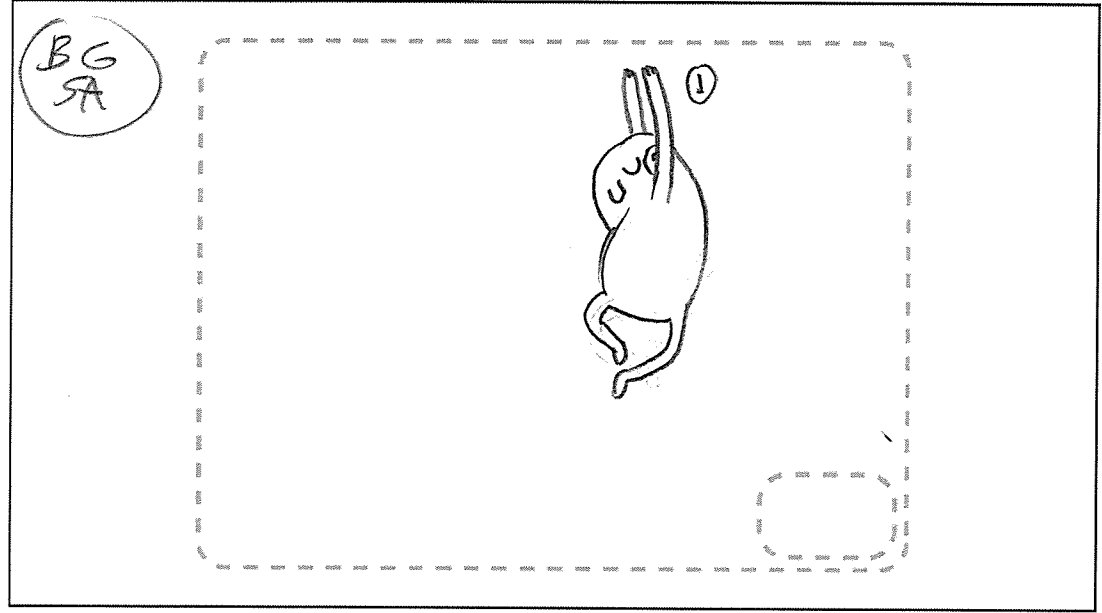


Sc. 52

Pnl. 1

Bg.

day night

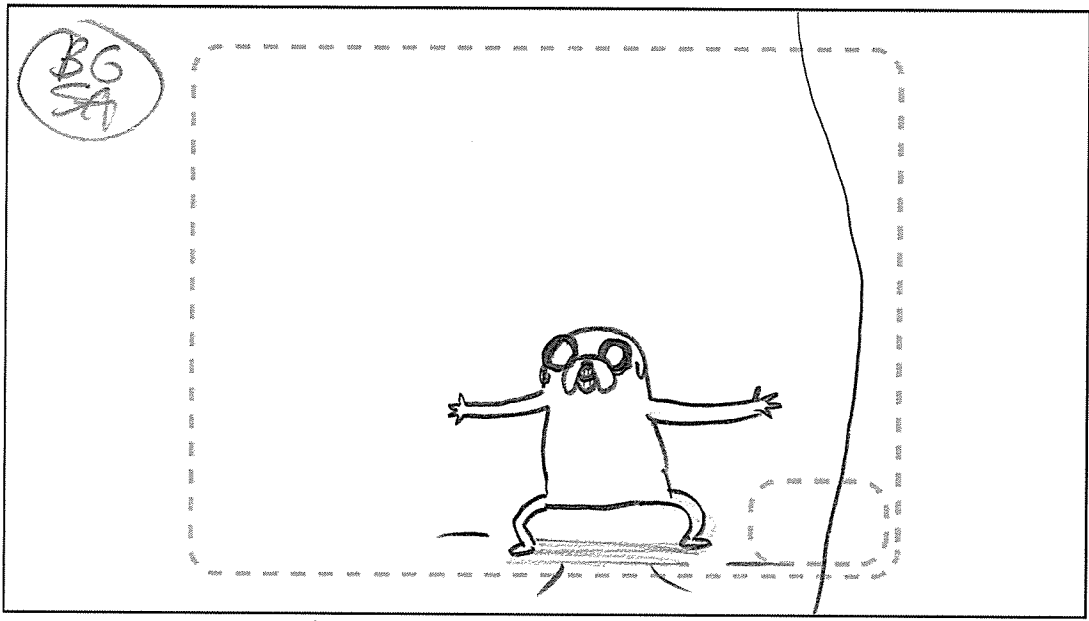


Sc. 52

Pnl. 1

Bg.

day night

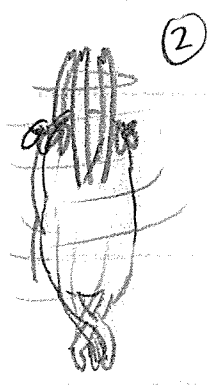


Dialog:

① yeah!

Action:

Jake spins  
in the air



Jake lands on the ground

Timing:

EPISODE # 100230  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

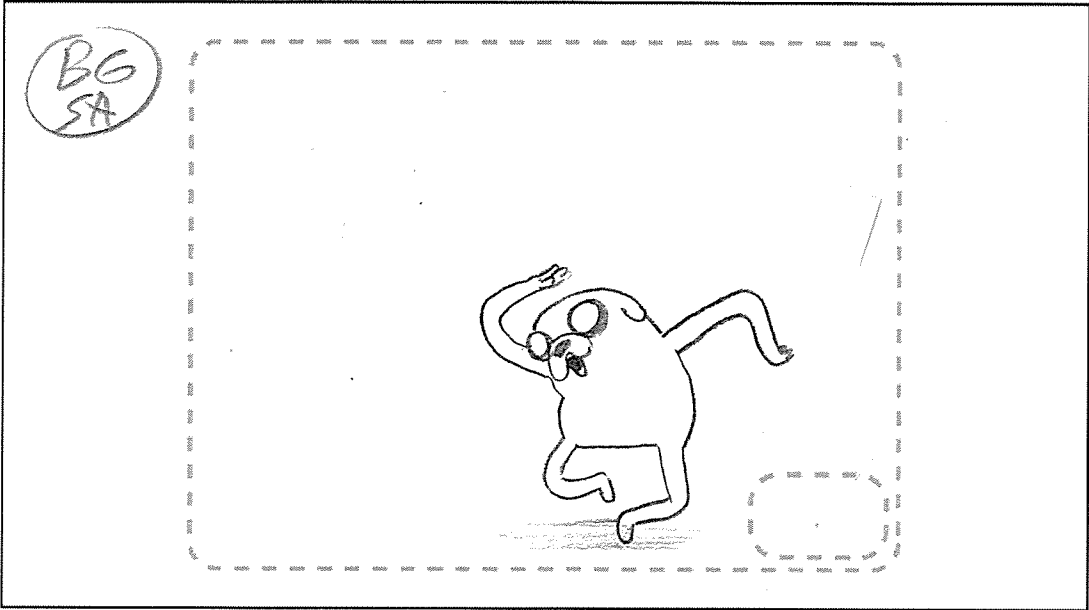


Sc. 52

Pnl. K

Bg.

day night

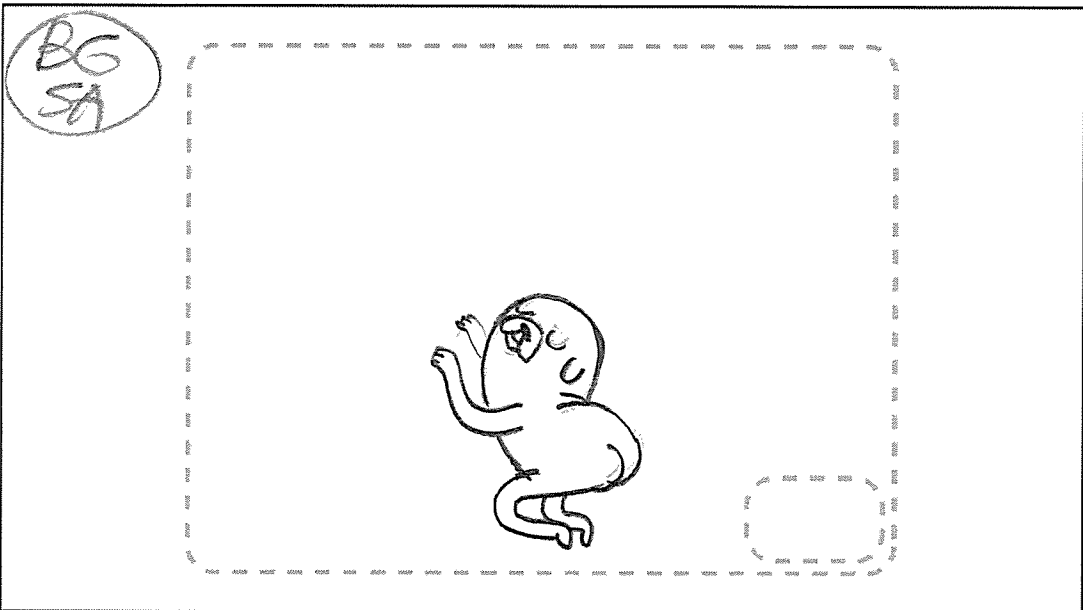


Sc. 52

Pnl. L

Bg.

day night



Dialog: (S) (singing) I'm not really sick! J I'm not really sick!

Action:

Timing:

100230

EPISODE #

Production :

# ADVENTURE TIME



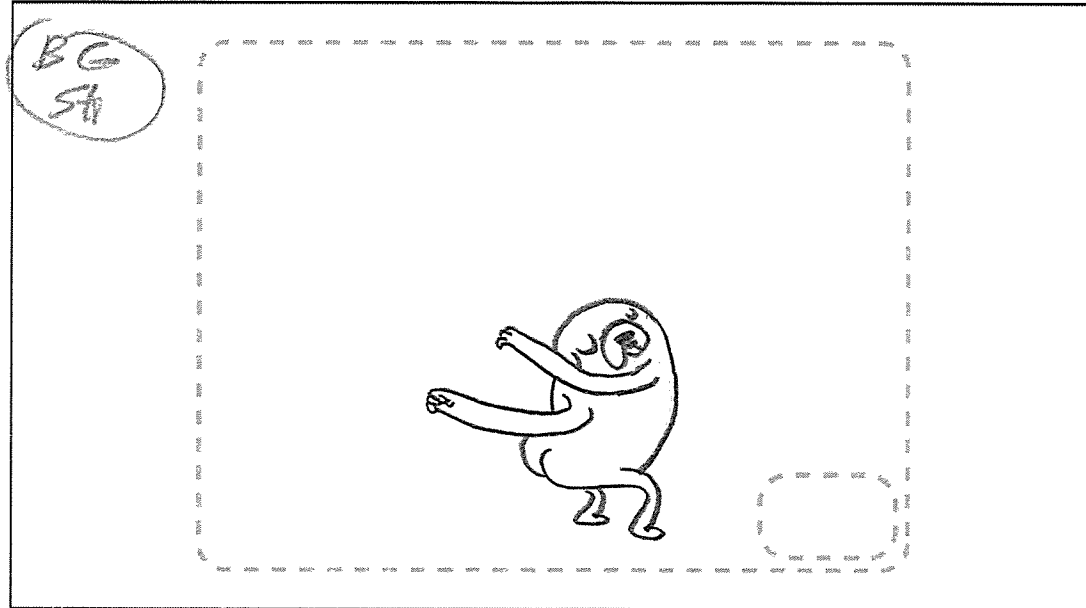
Page 68

Sc. 52

Pnl. M

Bg.

day night

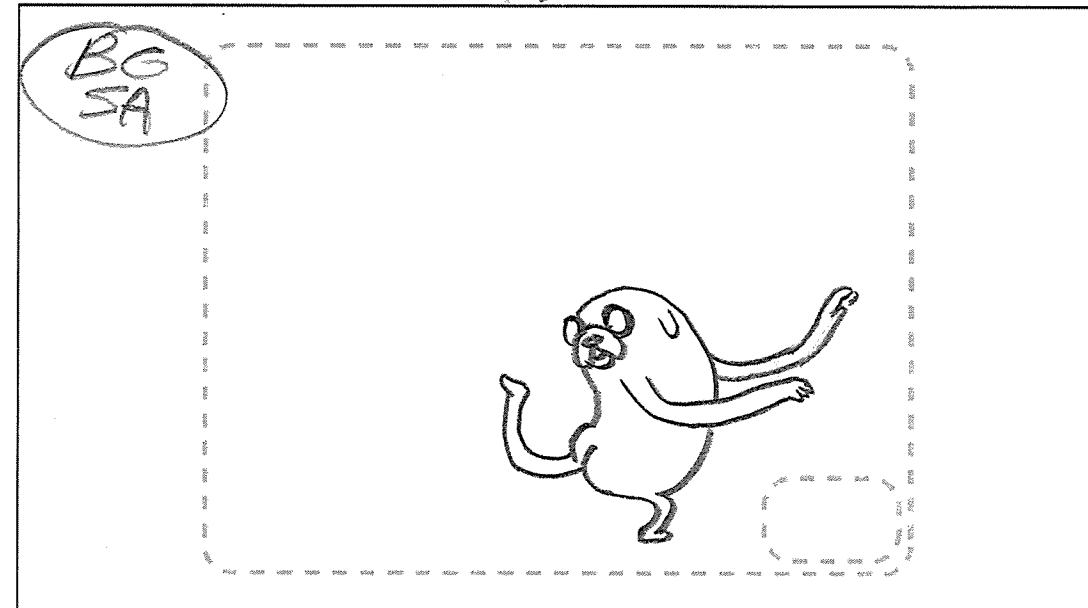


Sc. 52

Pnl. N

Bg.

day night



Dialog:

J I'm not really sick!

J I'm not really sick!

Action:

Timing:

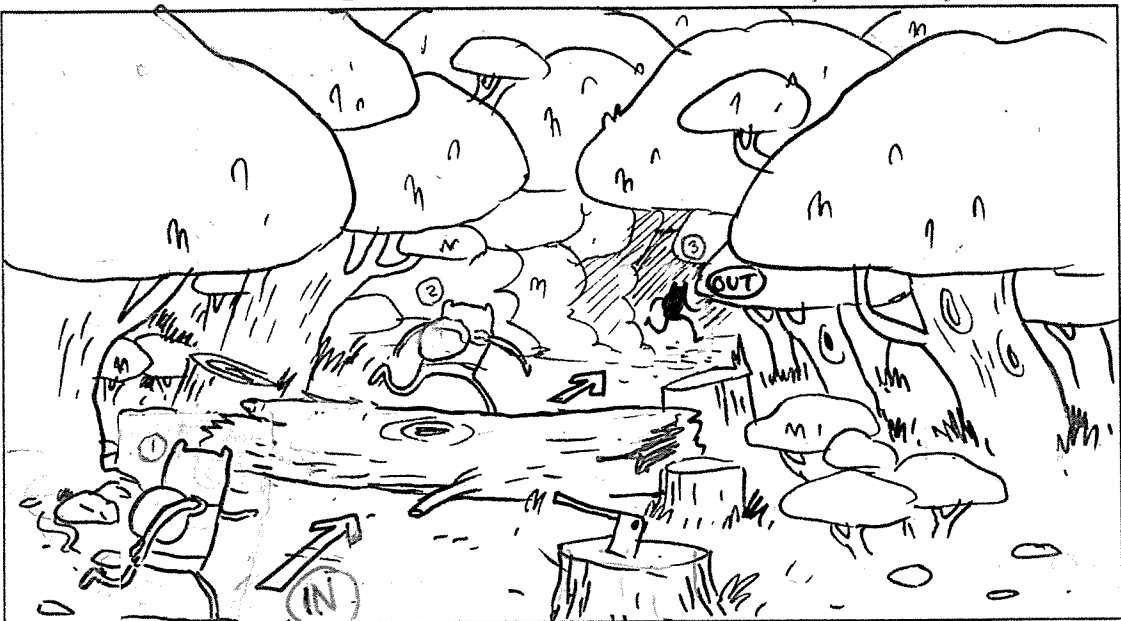
EPISODE #  
100230

Production :

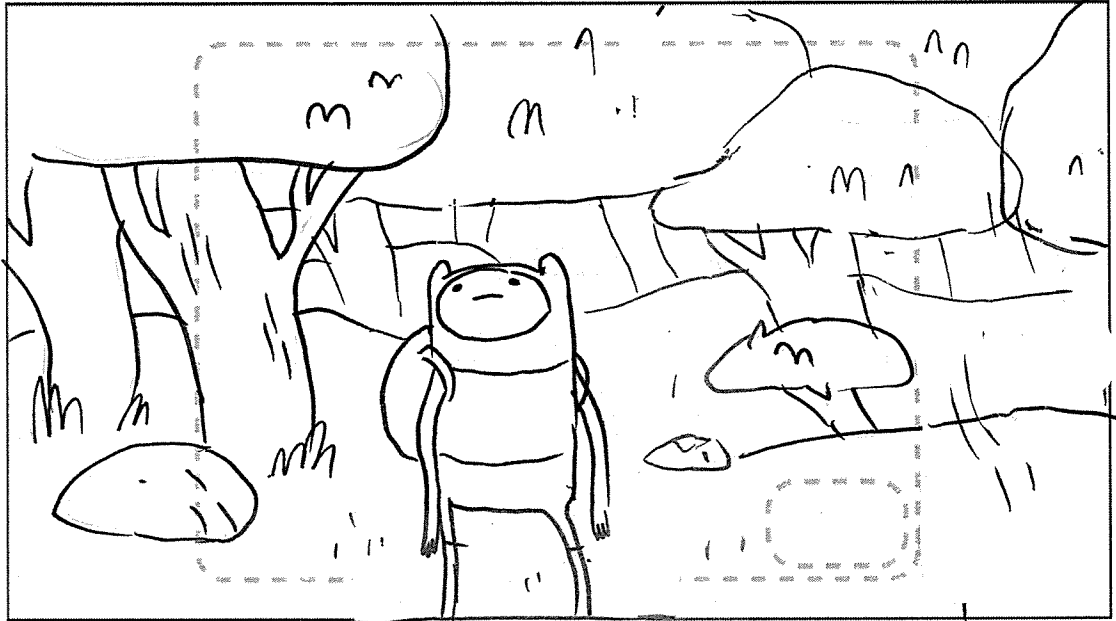
ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	(F:) (worried) man, Jake's really sick...	(F:) Hmm
Action:	F enters from O.S. Jumps log then disappears into darkness of forest	
Timing:	Gets list from pocket	

EPISODE # 100230 Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

SA

Sc. Pnl. Bg. day night

SA

Dialog:	(F:) okay let's see...
Action: Reaches into pocket	Pulls list from pocket
Timing:	

EPISODE #

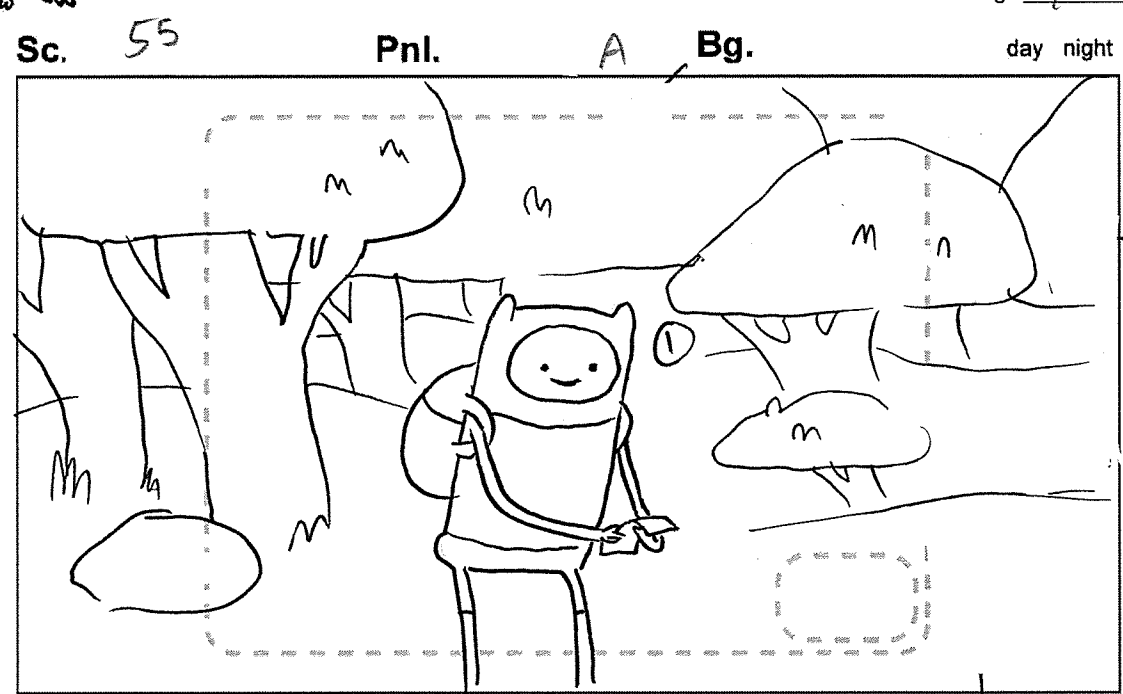
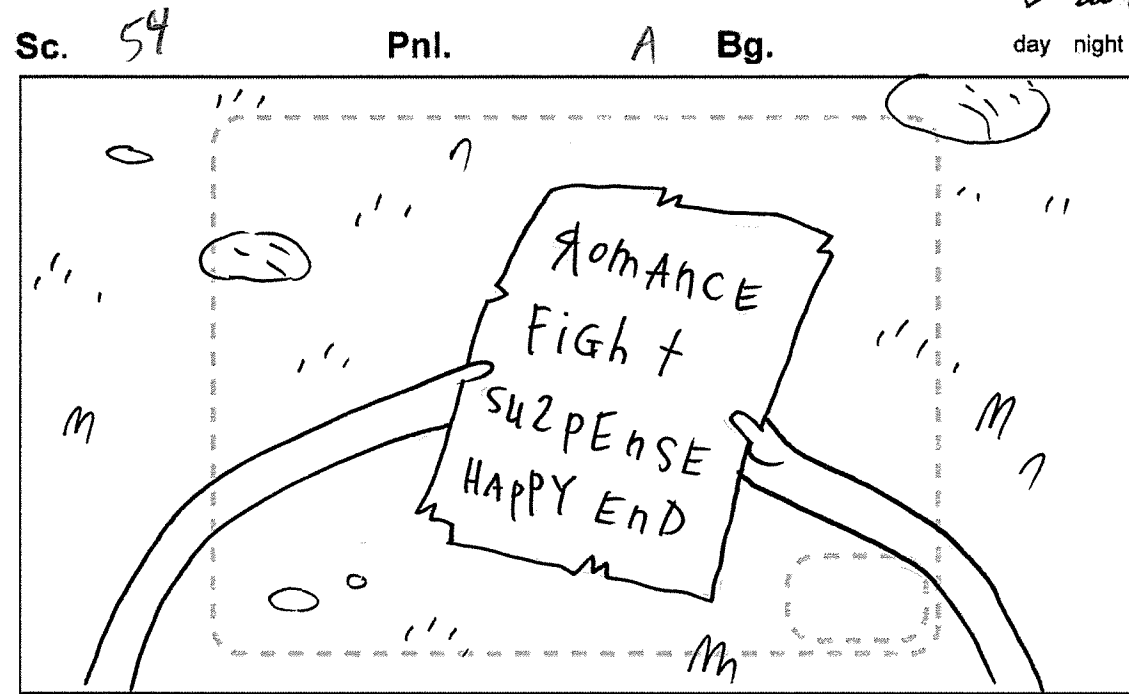
Production :



# ADVENTURE TIME



Page 70



Dialog:

(F:) "Romance" - that should be easy -

Action:

Timing:



(2) puts list back in pocket

EPISODE #

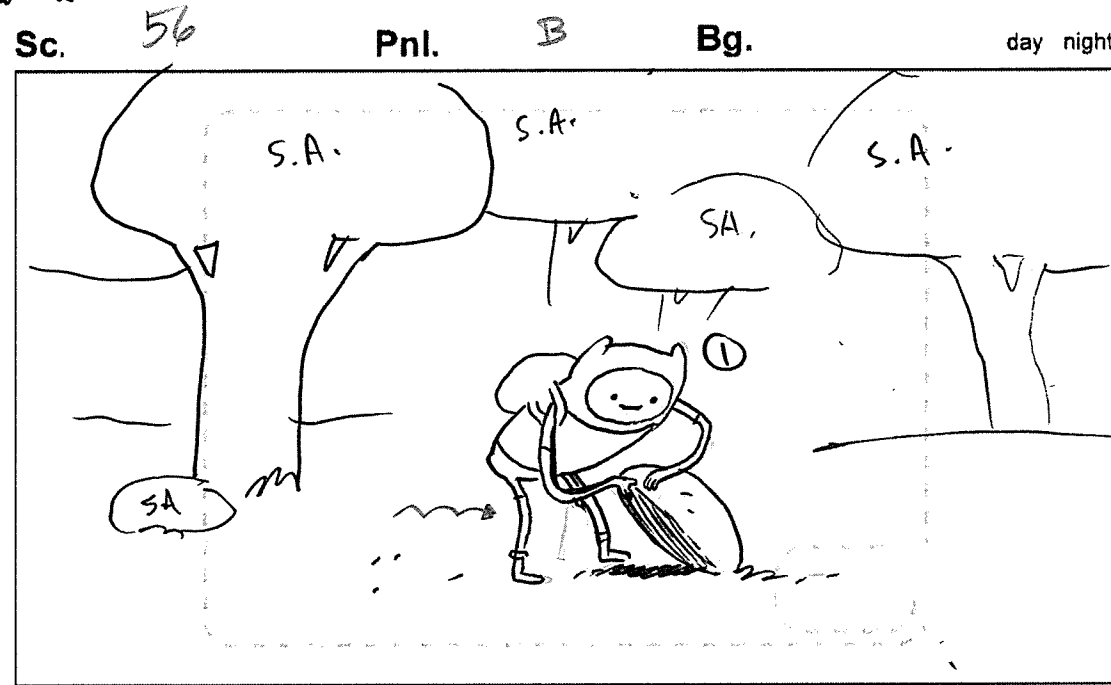
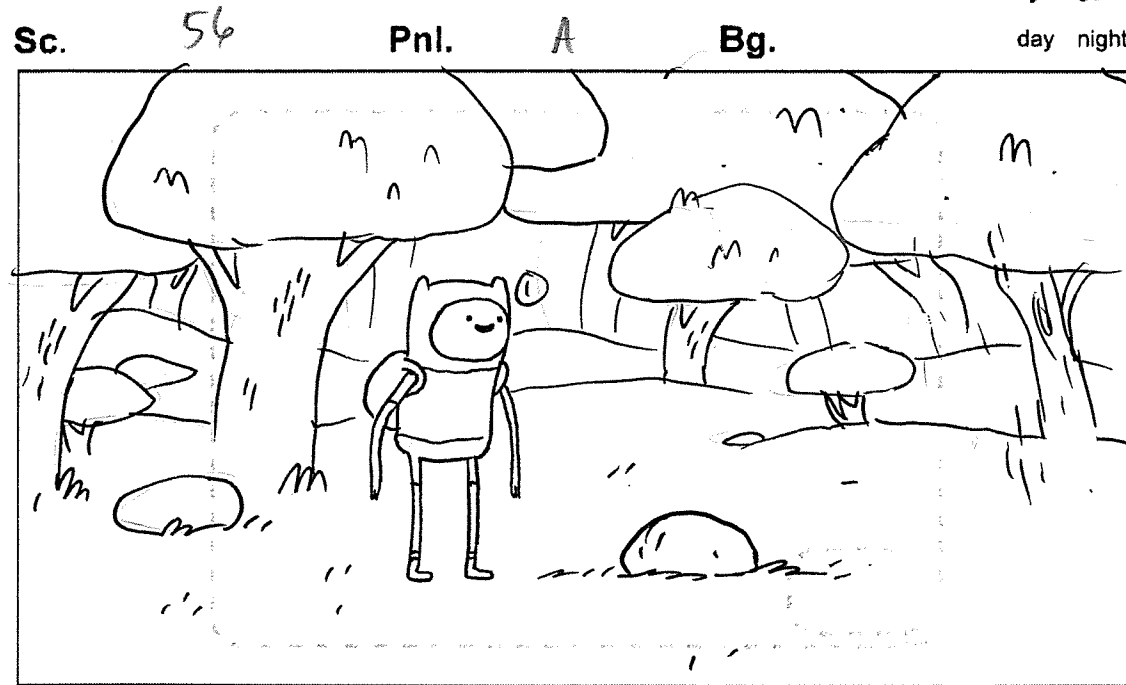
100230

Production :

# ADVENTURE TIME



Page 71



Dialog:

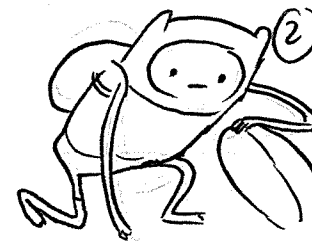
(F:) There's probly a hundred animals  
KISSING all around right now  
that I can't even see!

Action:



Finn looks around  
and sees rock on  
the ground

Finn walks  
over to rock,  
lifts it,  
bends down



Timing:

EPISODE #  
100230

Production :

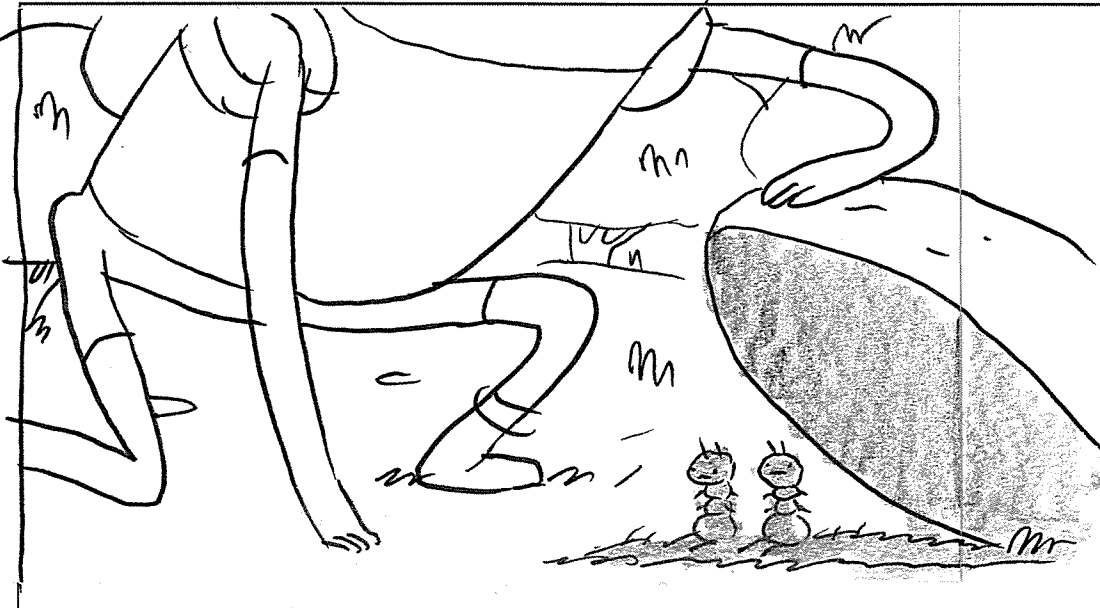
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

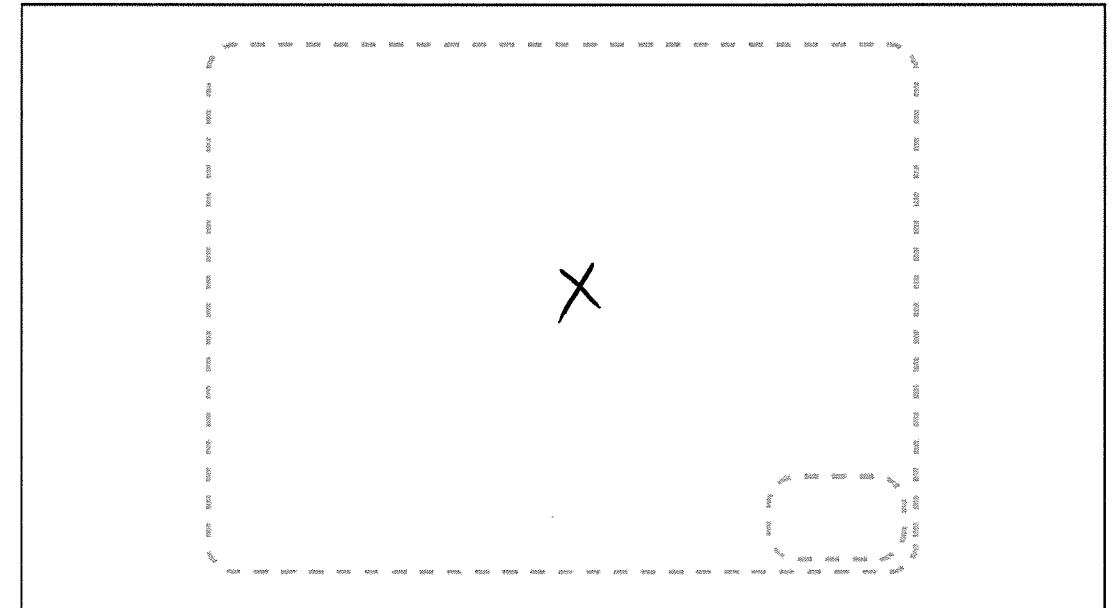


Page 72

Sc. 57 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Finn crouches down -  
BUGS ARE ALWAYS IN SHADOW →

Timing:

EPISODE #

100230

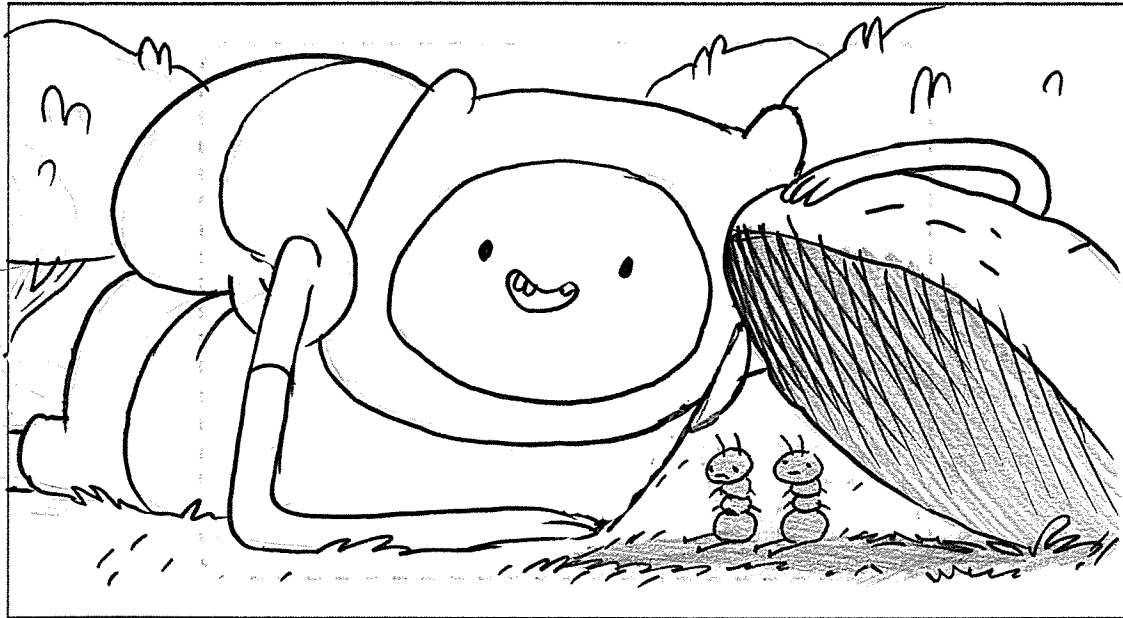
3A

Production :

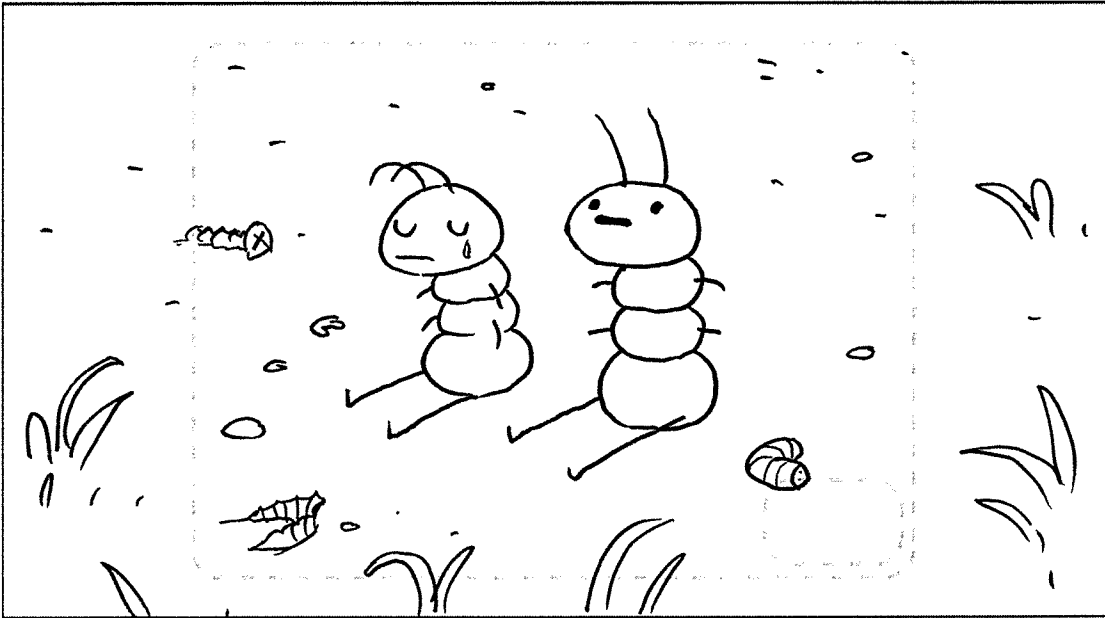
ADVENTURE TIME



Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	(F:) Hey - how bout you two - are <u>Y'ALL</u> in love?		(BUG:) la ba gi na goo da di dah	
Action:	(BUGS are in shadow of rock) →		BUGS AND GROUND IN SHADOW	
Timing:				

EPISODE # 100230

Production :

ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night

Sc. 59 Pnl. B Bg. day night

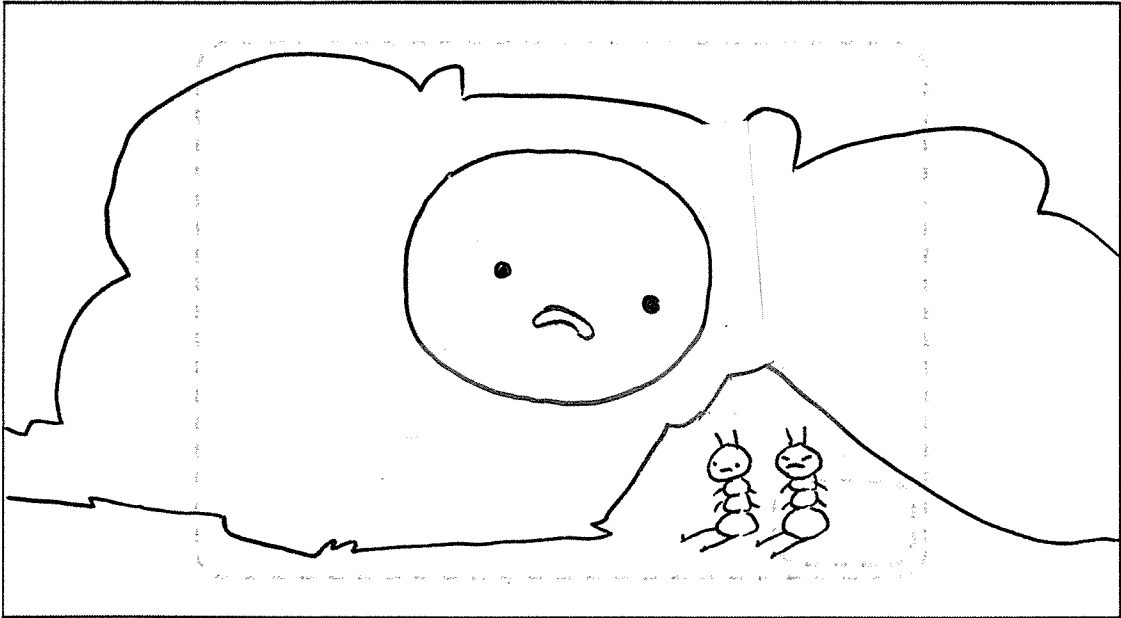
Dialog:	(F:) uh...	(BUG:) (angry) LA NAH GEE GA RAH LA!!
Action:	(BUGS still in shadow)	
Timing:		

EPISODE # 100230

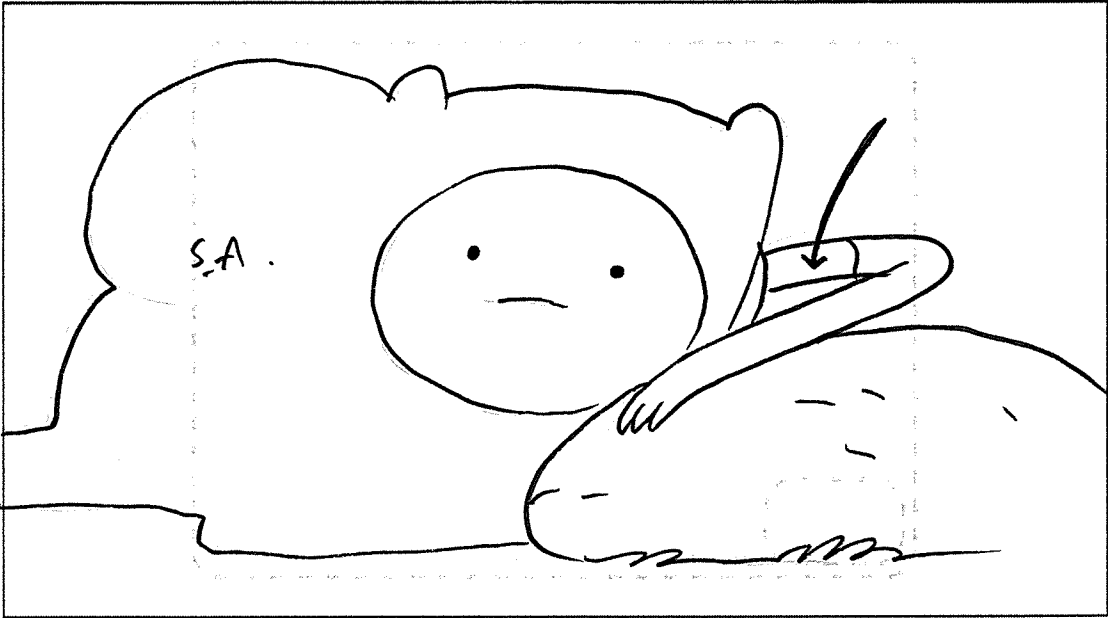
ADVENTURE TIME



Sc. 59 Pnl. C Bg. day night



Sc. 59 Pnl. D Bg. day night



Dialog:
F: um- okay...
Action:
Timing:

EPISODE # 100230  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night

Sc. 60 Pnl. B Bg. day night

Dialog:	SQUIRELS (S) snoring (F) Ah!	
Action:	Finn looks around	
Timing:	<del>SKY</del> snoring	

EPISODE # 100230

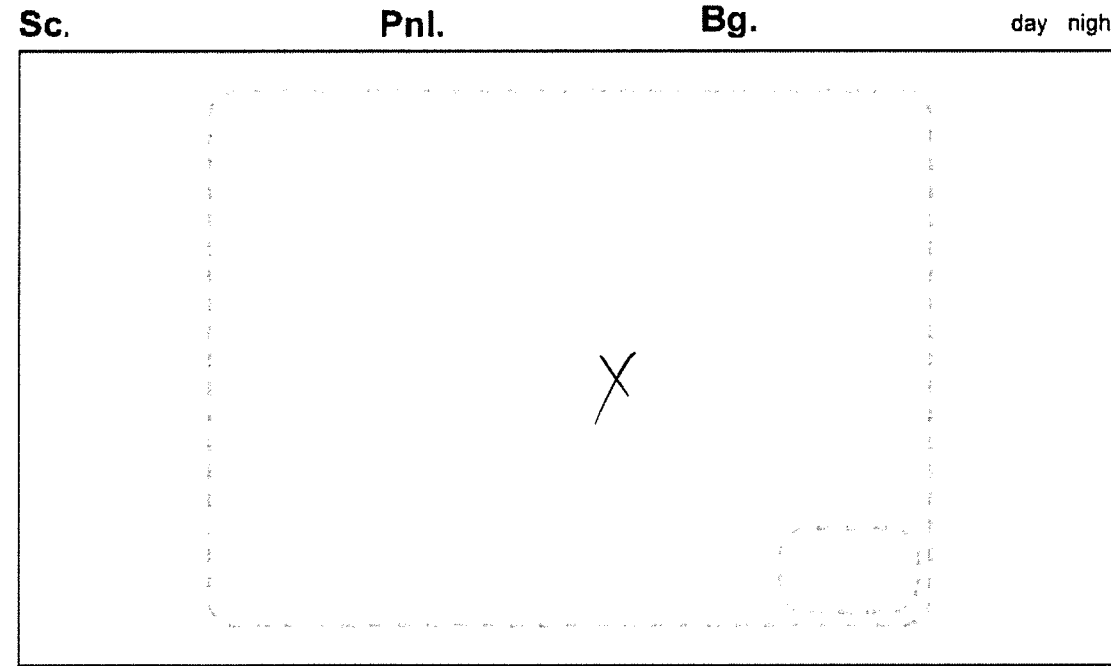
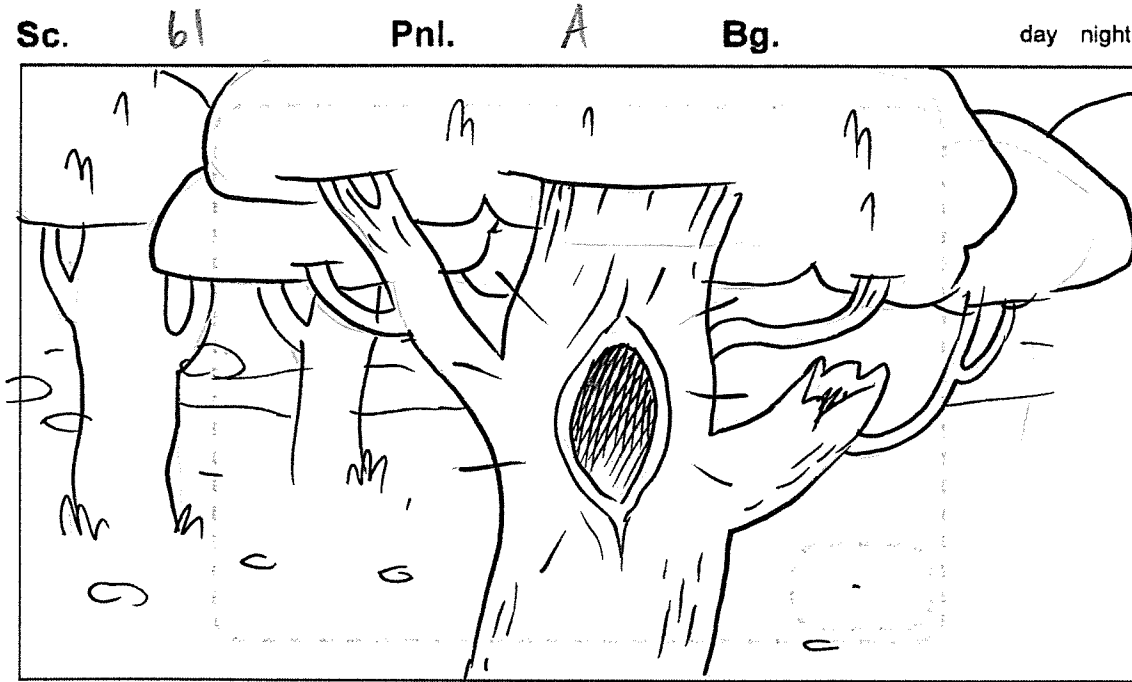
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 77



Dialog:

Action:

efx lines on hole

Timing:

EPISODE # 100230

Production :



ADVENTURE TIME



Sc. 62 Pnl. A Bg. day night

Sc. 62 Pnl. B Bg. day night

Dialog:	(F:) ARE Y'ALL KISSIN IN THERE?!
Action:	SQUIRRELS: SQUEAL!!
Timing:	Finn appears in window opening and yells at squirrels, who scream in terror scattering nuts

EPISODE # 100230

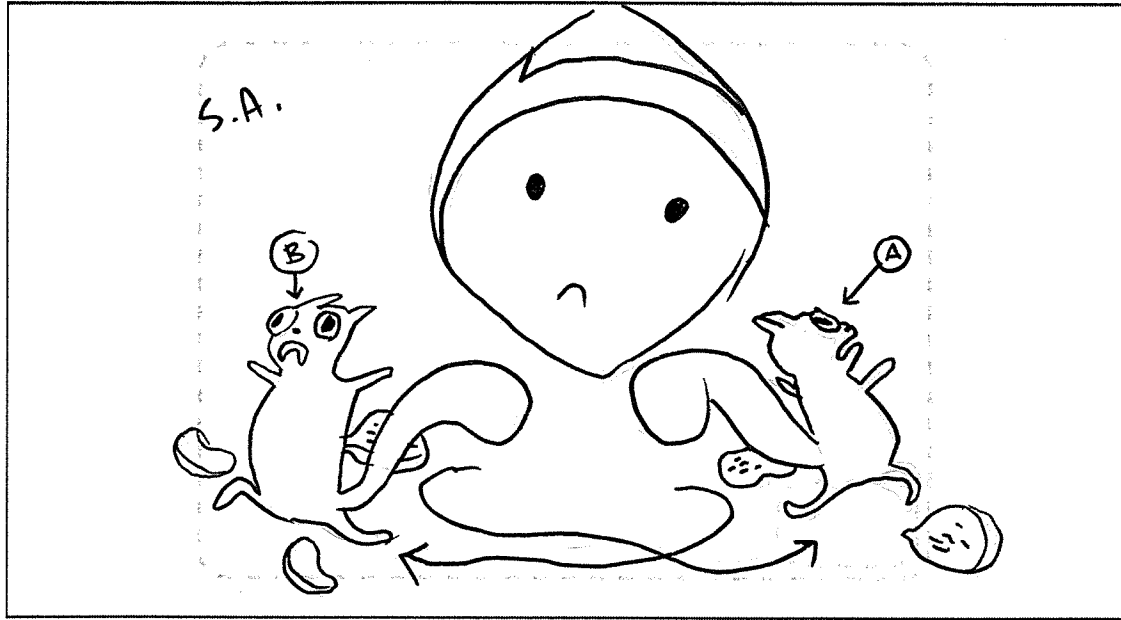
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

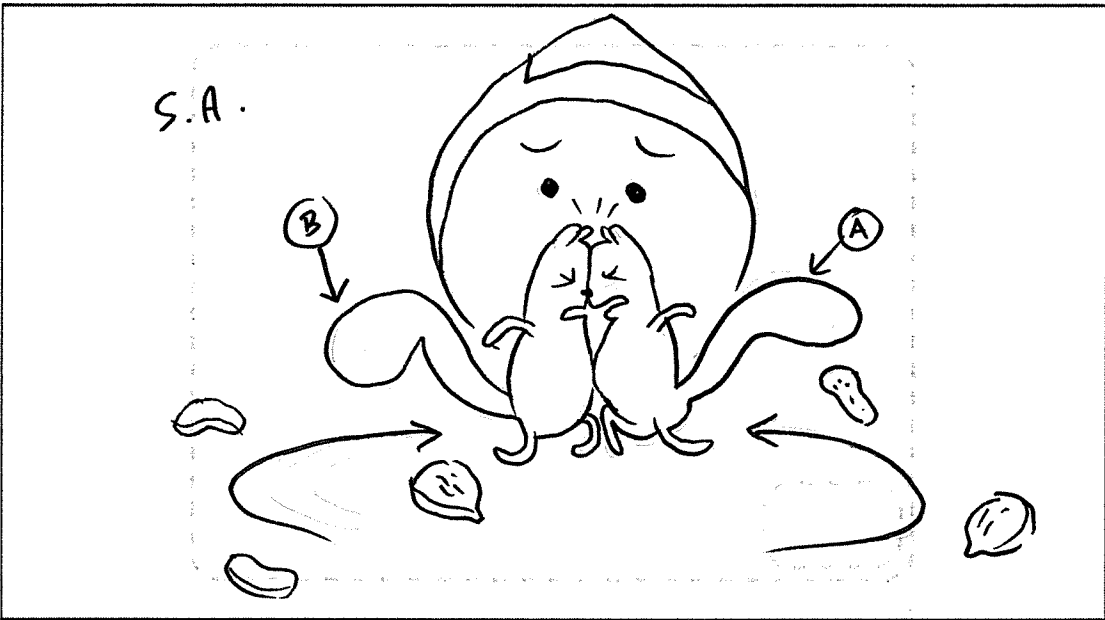
ADVENTURE TIME



Sc. 62 Pnl. C Bg. day night



Sc. 62 Pnl. D Bg. day night



Dialog:	(SQUIRRELS:) SQUEAK, SQUEAL!	
Action:	squirrels run screaming in a circle knocking nuts around	squirrels bonk heads Finn's eyes track squirrels
Timing:		

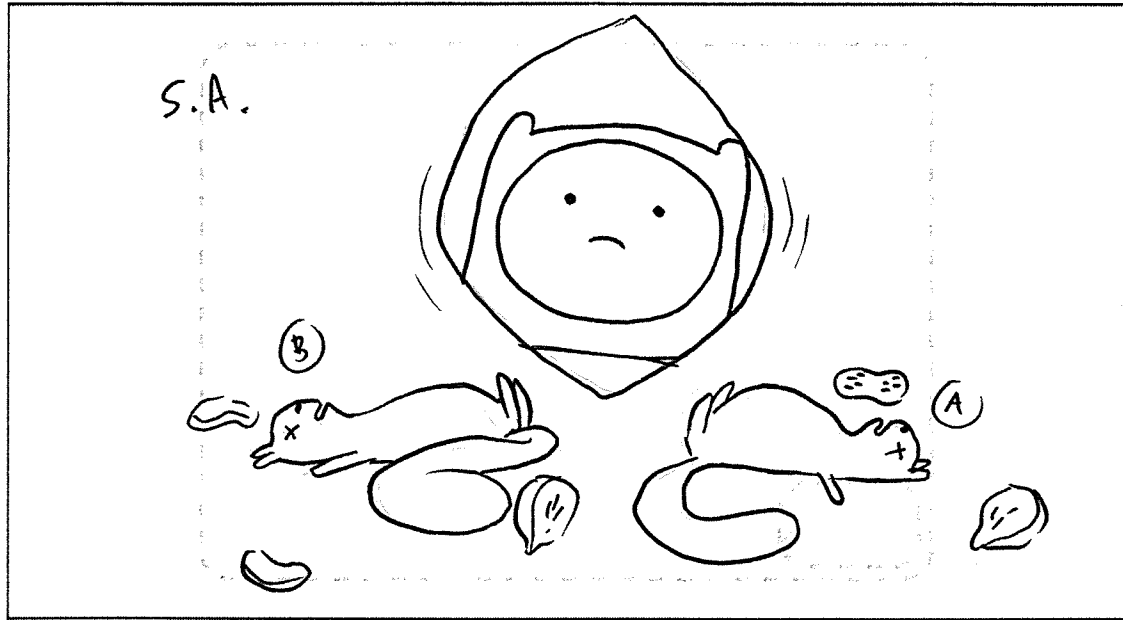
EPISODE # 100230

Production :

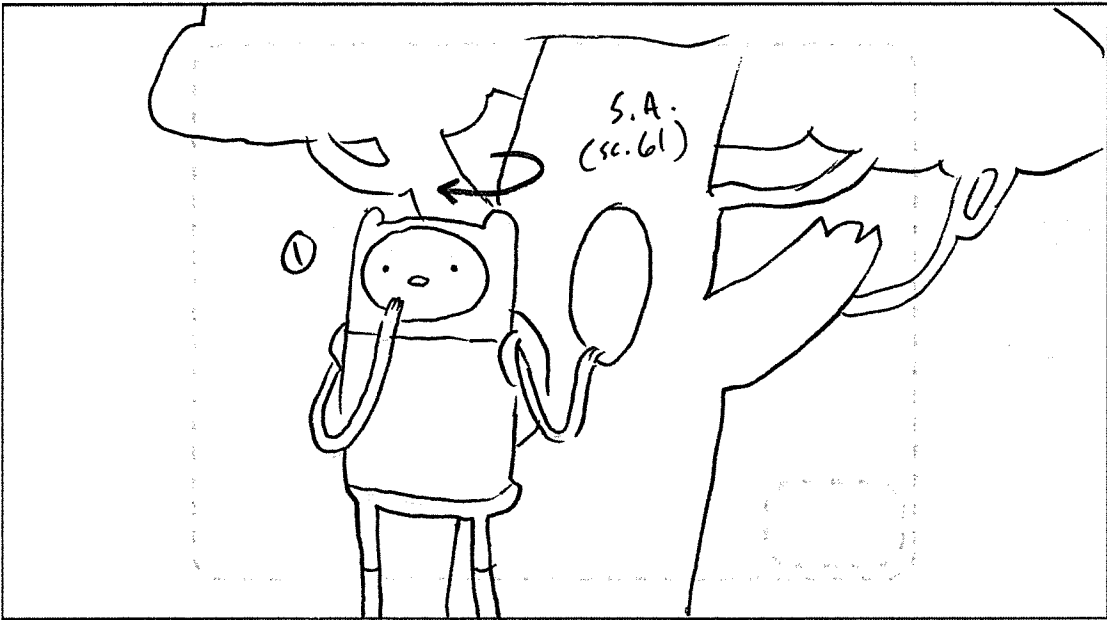
ADVENTURE TIME



Sc. 62 Pnl. E Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:

① Hmm... pretty skittish.  
② Maybe I should smooch out my approach a bit...

Action:

Finn steps back from tree

Timing:



EPISODE # 100230

Production :

ADVENTURE TIME



Sc. 64 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	(F:) (singing): Normal guy / Forest guy / just like normal forest guy -
Action:	Finn casually saunters toward Fox and Duck
Timing:	

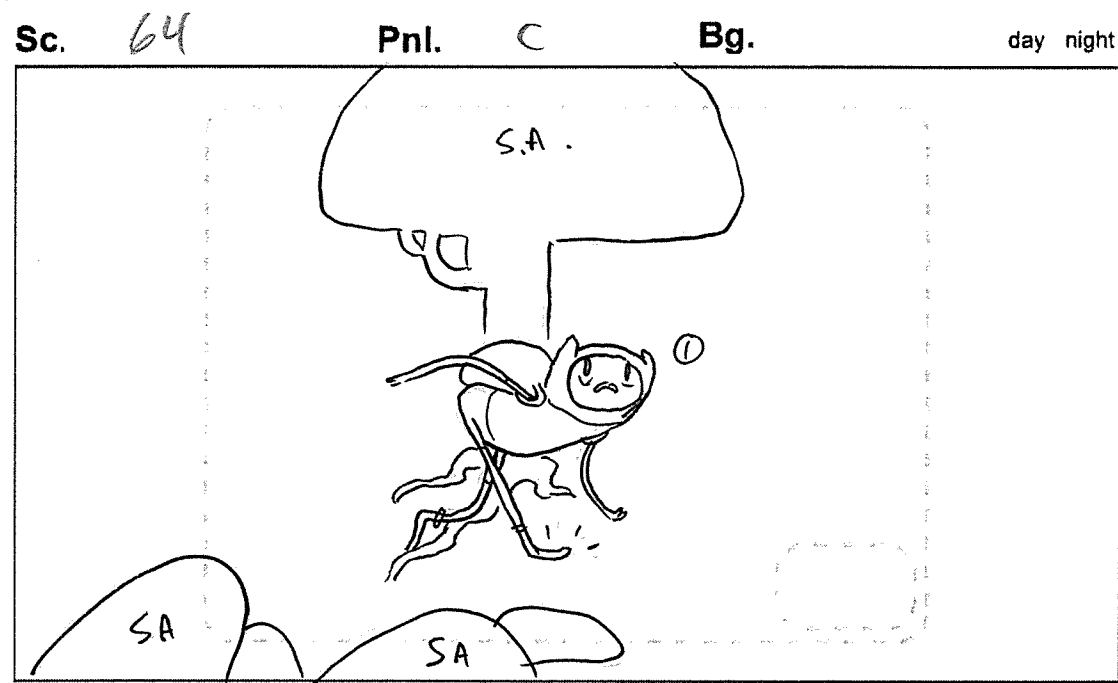
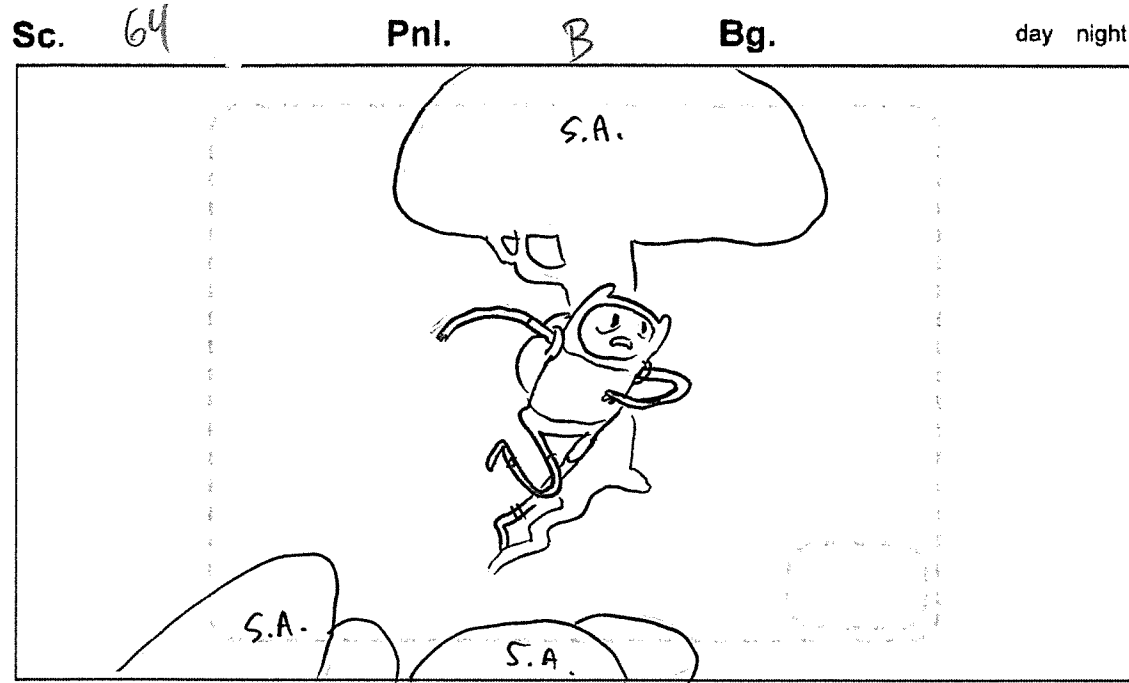
EPISODE # 100230

Production :

# ADVENTURE TIME



Page 82



Dialog:

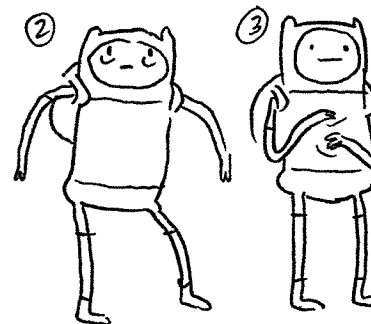
FINN: "UHG!"

Action:

Finn trips on root -

Finn <sup>steadies</sup> ~~himself~~ himself, smooths shirt

Timing:

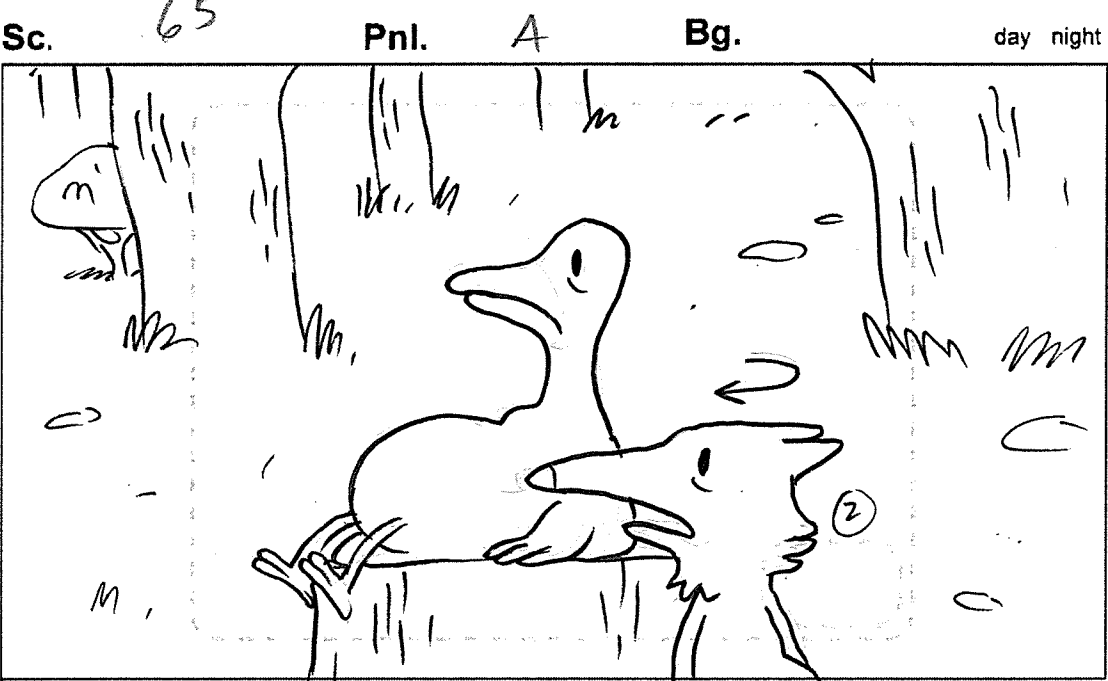
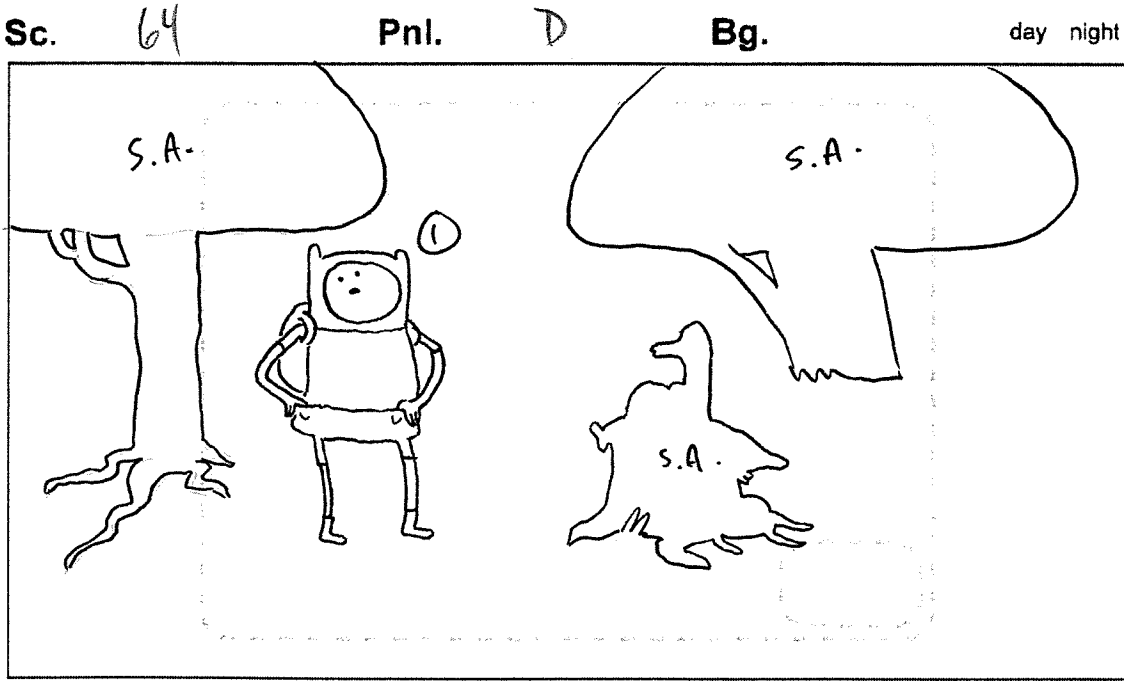


EPISODE # 100230

13

Production :

ADVENTURE TIME



Dialog: F: ① Hey so uh... yeah  
② so yeah... yeah.  
① And um - can I watch you guys kissing? ③

Action: Finn speaks w/ thumbs in waistband.  
Pivots foot in dirt nervously

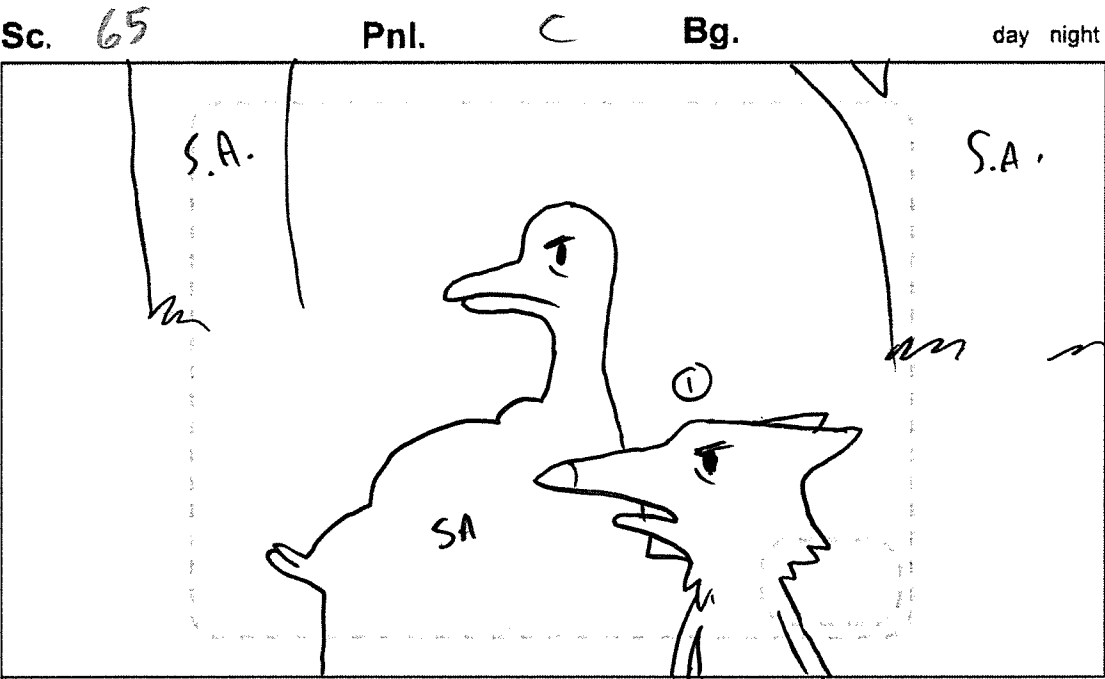
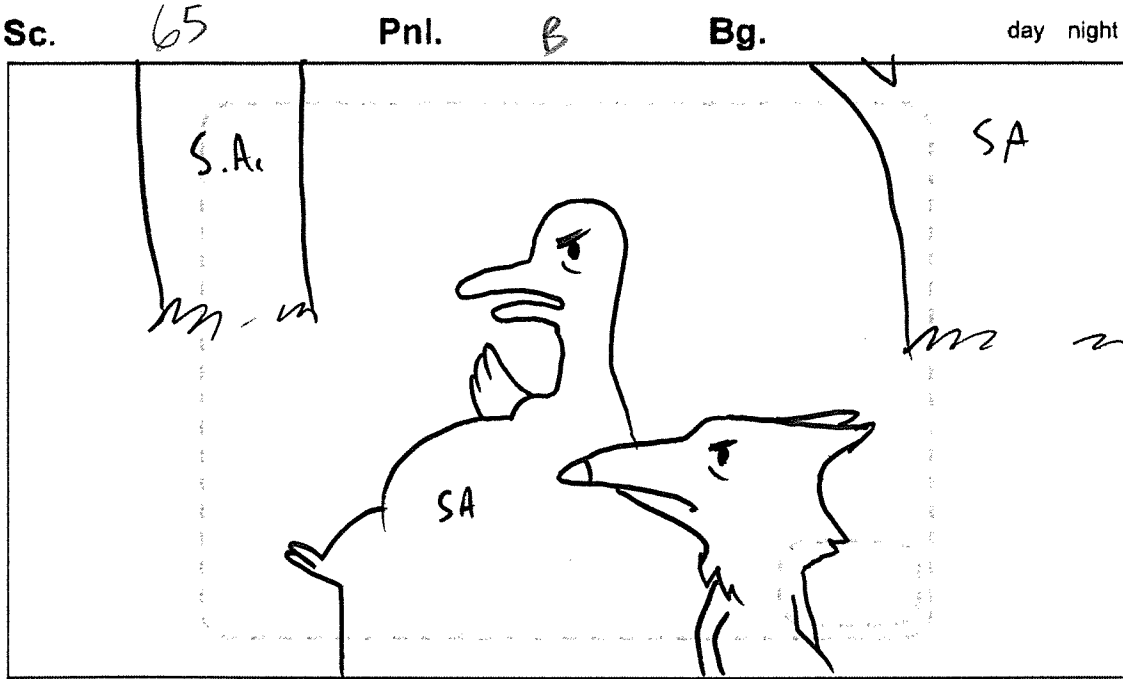
Timing: ② pivots foot back + forth

Fox turns head

EPISODE # 100230

Production :

ADVENTURE TIME



Dialog:

DUCK: WHAT!?! What are you nuts?

FOX: Yeah man, / what the grease!?! UGG!

Action:

Timing:

EPISODE # 100230

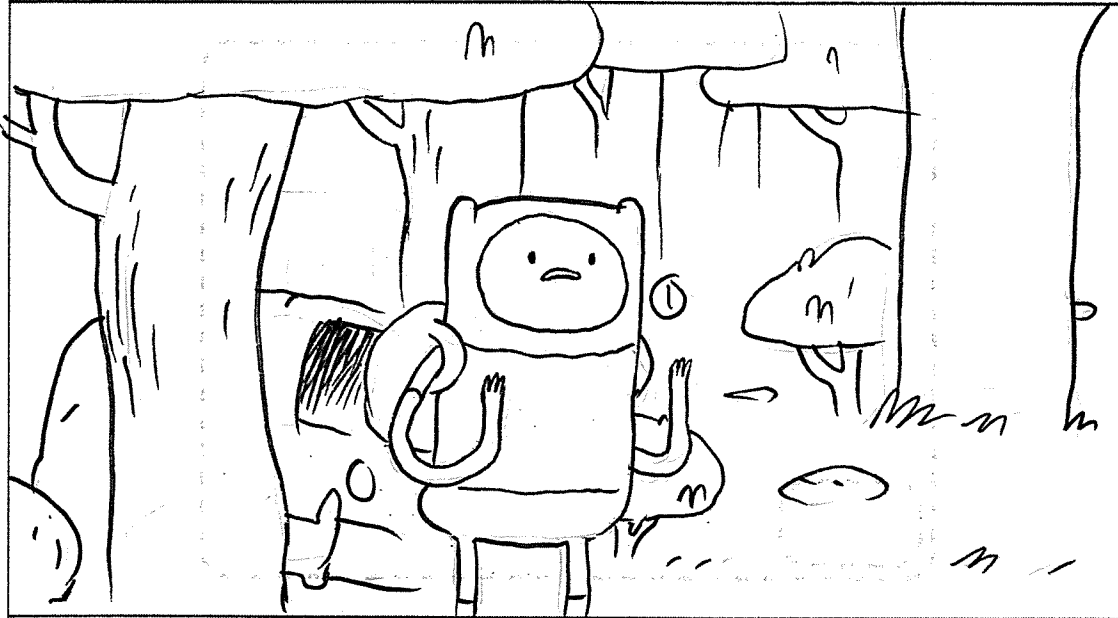
Production :

# ADVENTURE TIME

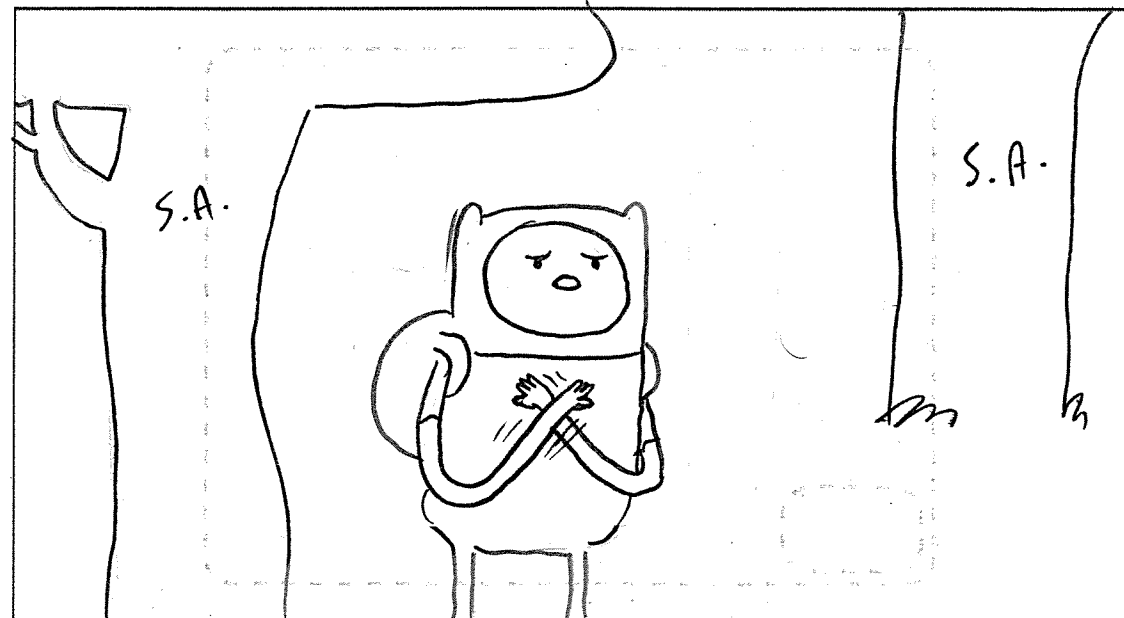


Page 85

Sc. 66 Pnl. A Bg. day night



Sc. 66 Pnl. B Bg. day night



Dialog:

(F:) Oh yeah-

(F:) NO- yeah- I don't wanna  
See that - that's gross

Action:

Timing:

EPISODE #

100230

Production :



# ADVENTURE TIME



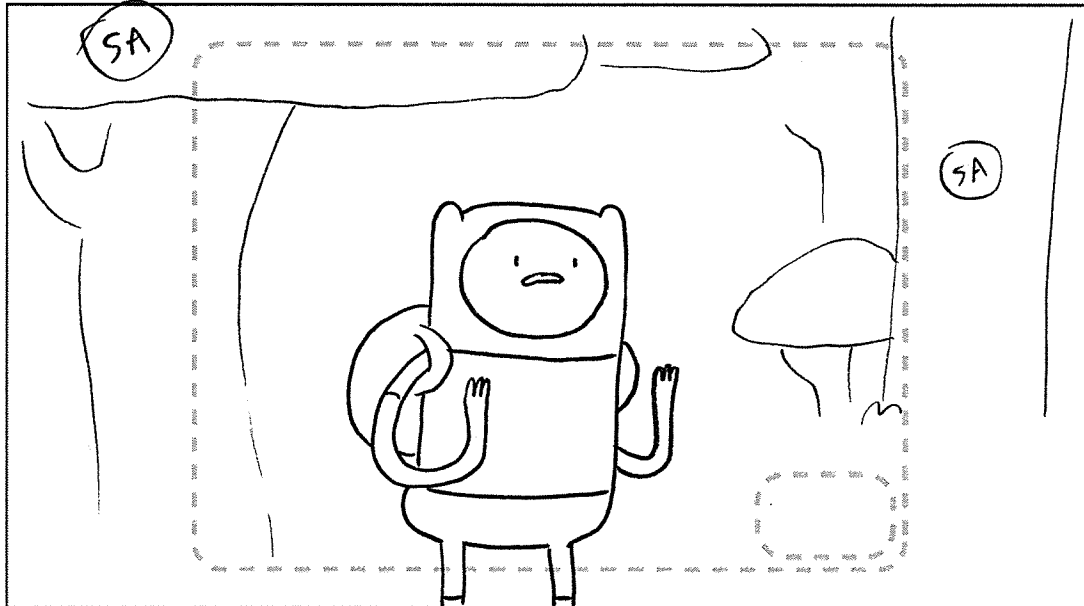
Page 85A

Sc. 66

Pnl. C

Bg.

day night

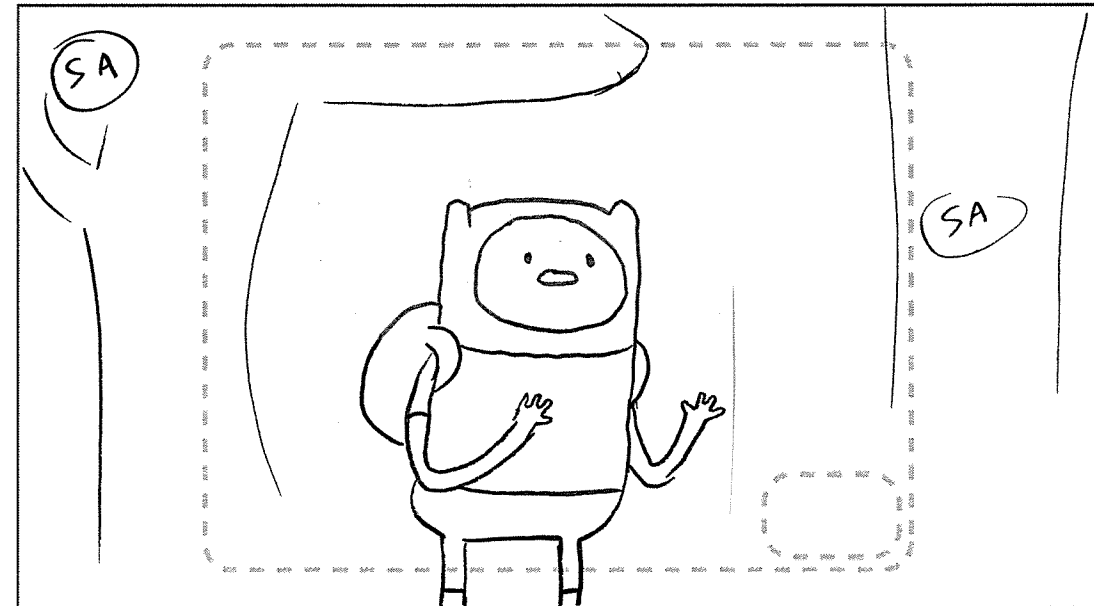


Sc. 66

Pnl. D

Bg.

day night



Dialog:

(F:) I just need to -

(F:) FOR MY FRIEND -

Action:

Timing:

100230

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

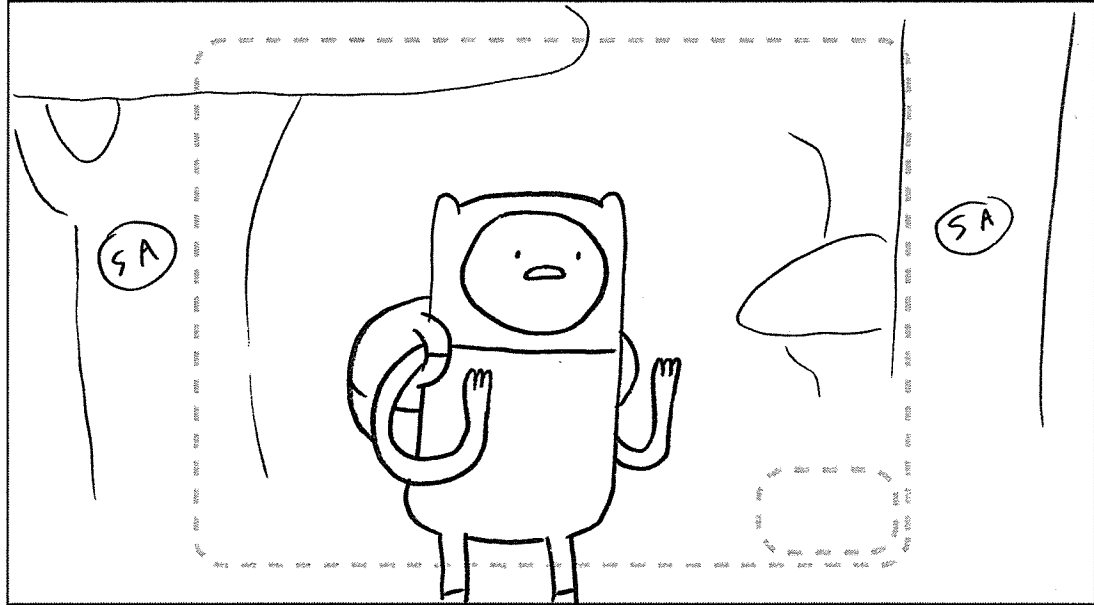


Sc. 66

Pnl. E

Bg.

day night



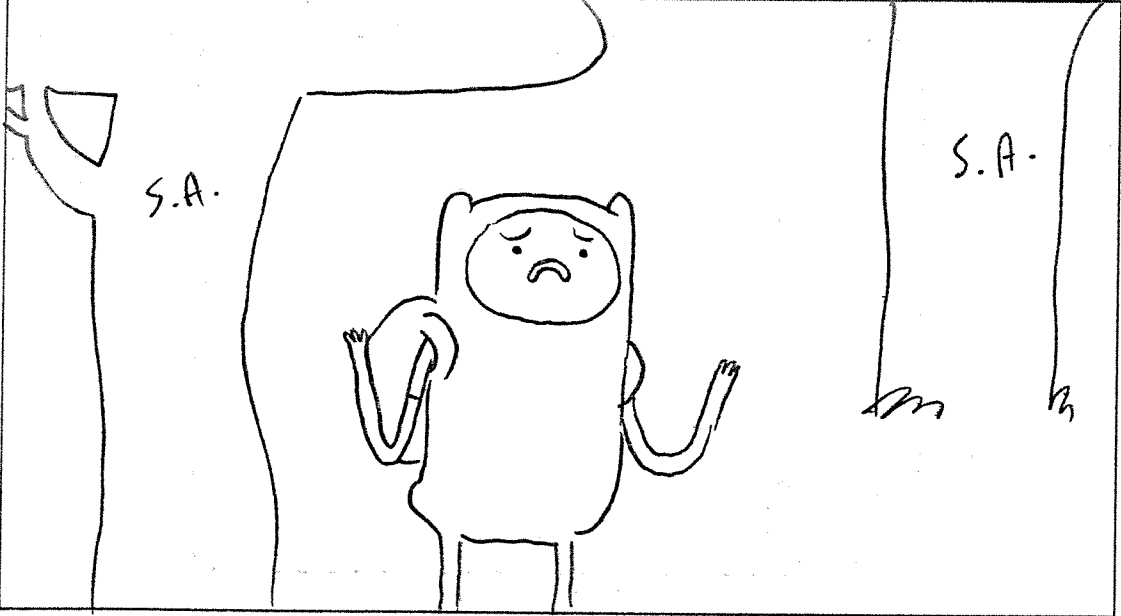
Sc. 66

66

Pnl. F

Bg.

day night



Dialog:

(F:) HE needs to -

(F:) He's really sick -  
He's gonna die -

Action:

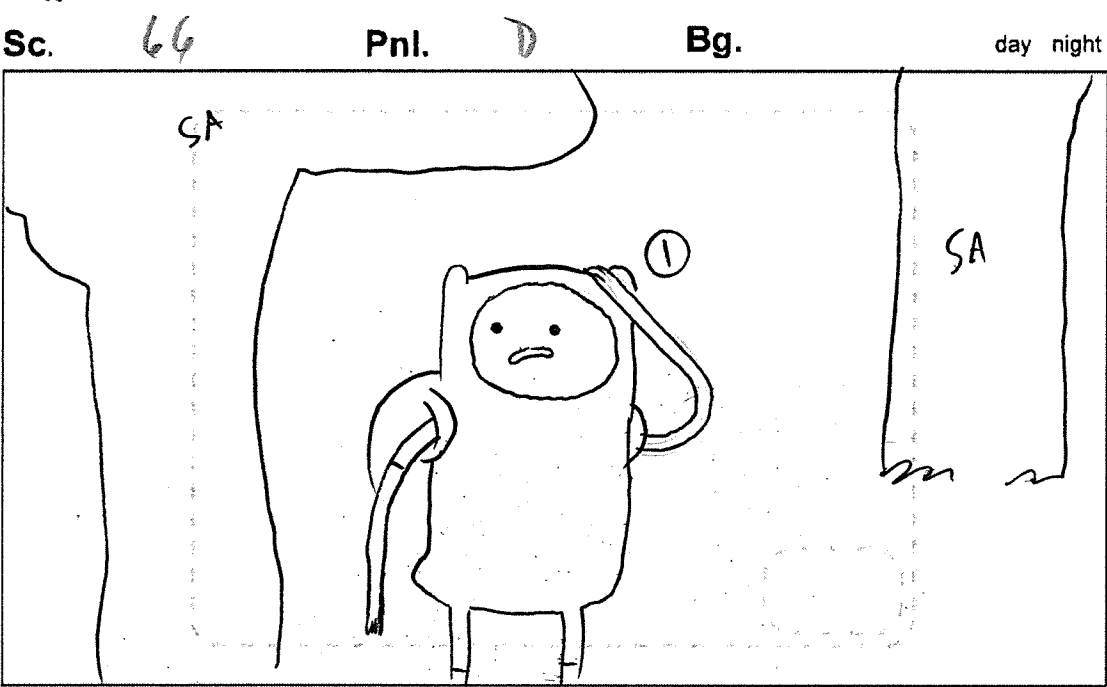
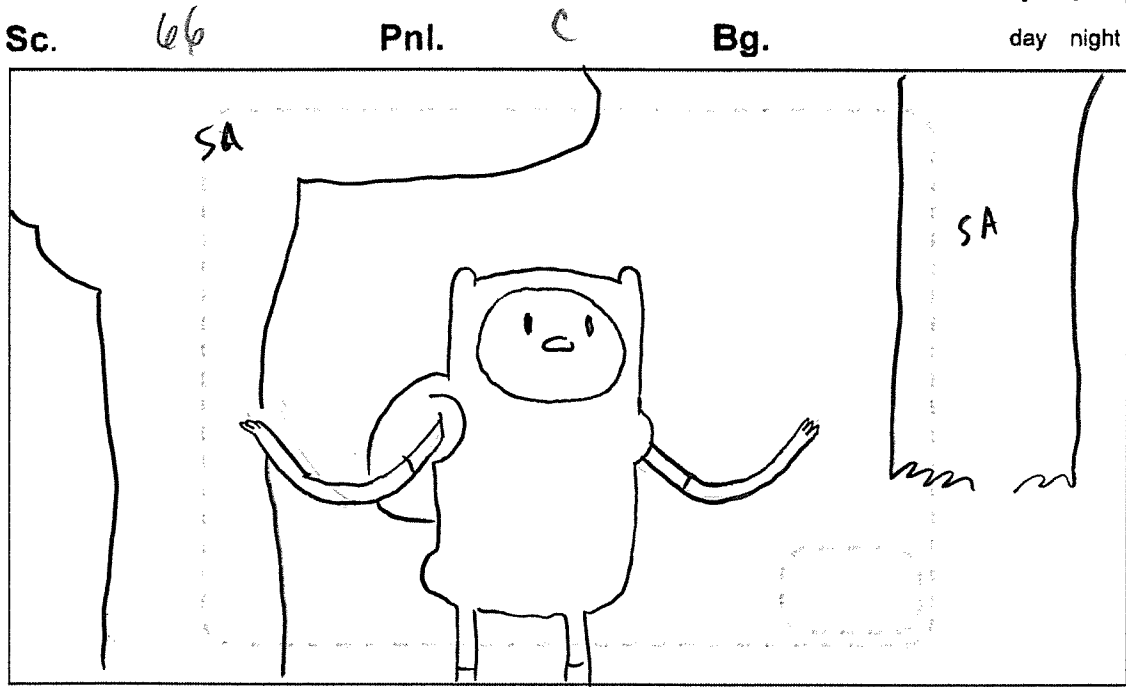
Timing:

EPISODE #

Production :

100230

ADVENTURE TIME



Dialog:

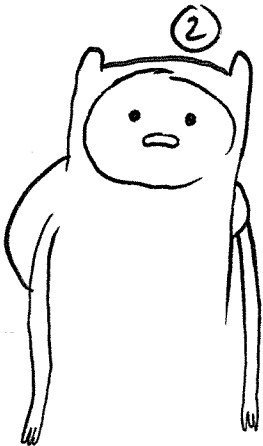
ⓕ: unless I tell him about watching you guys kissing...

Action:

Timing:

ⓕ: ① - and maybe fighting and having a happy ending too -

② - if you've got time, I mean...



100230

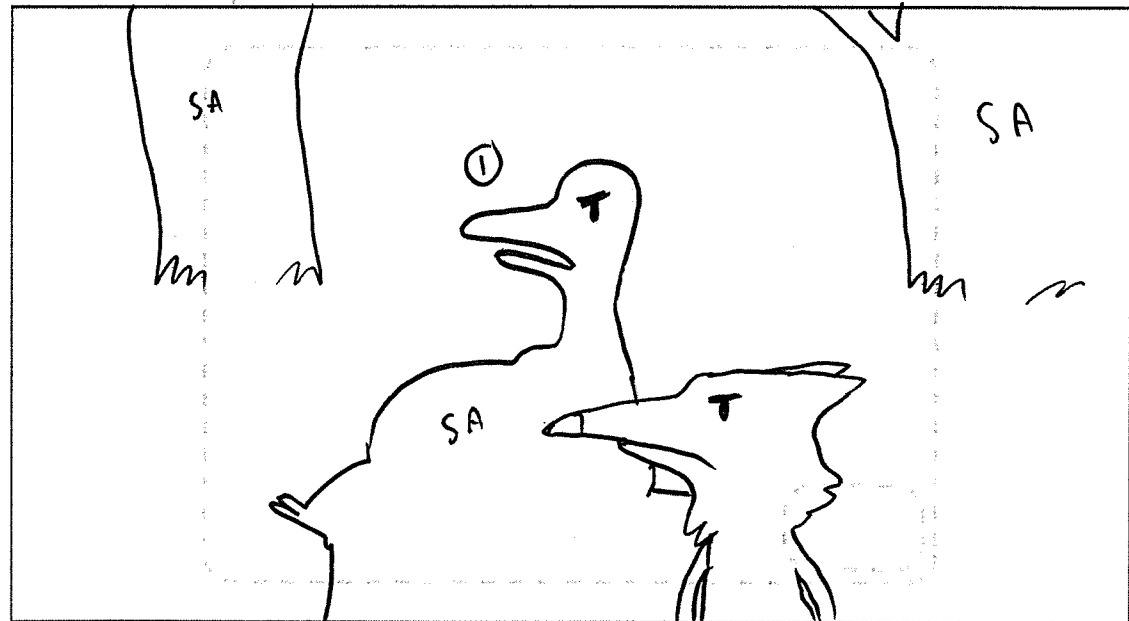
EPISODE #

Production :

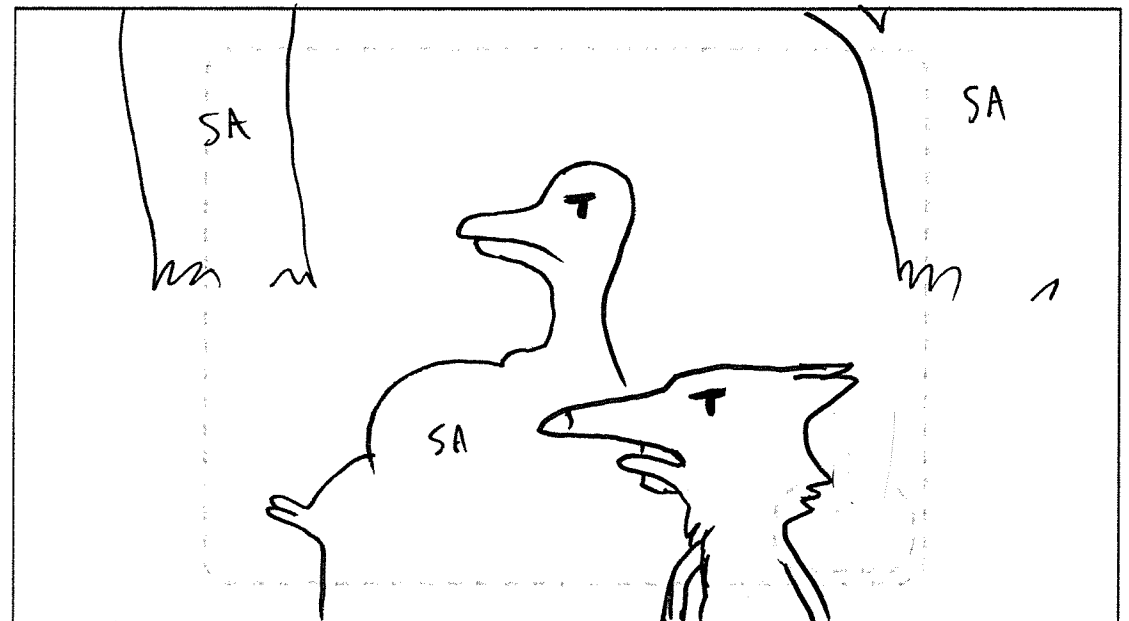
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night

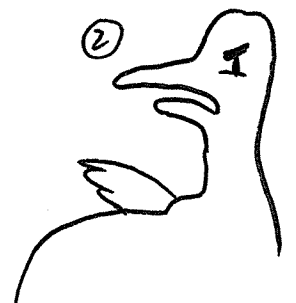


Dialog:  
DUCK: ① UCK! What a weirdo!  
② You are one sick man, mister!

FOX: Yeah. What's this

Action:

Timing:



EPISODE # 100230

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

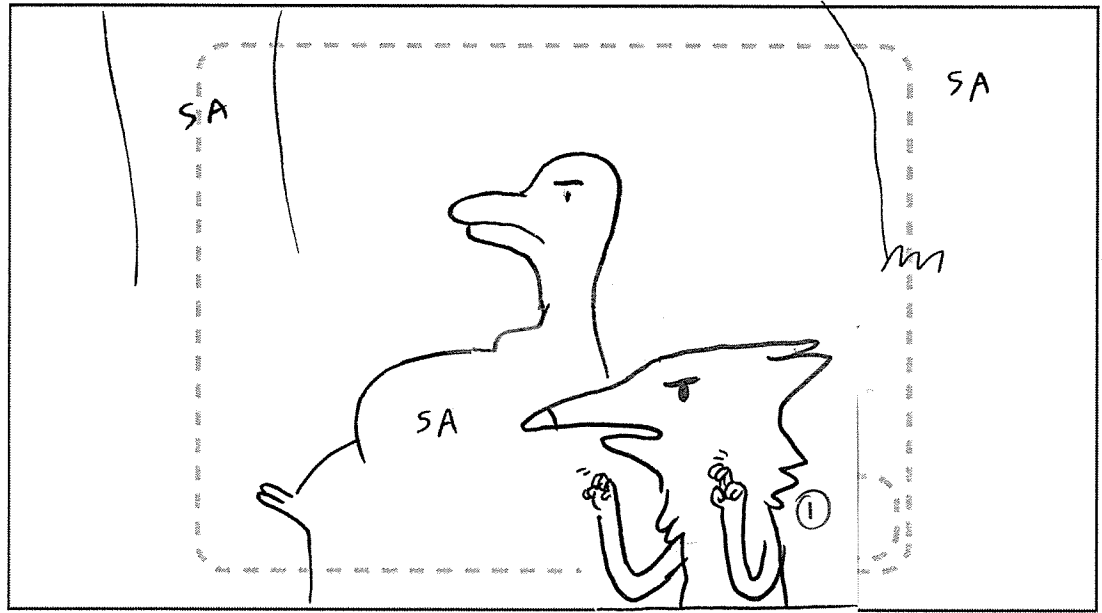


Sc. 67

Pnl. C

Bg.

day night

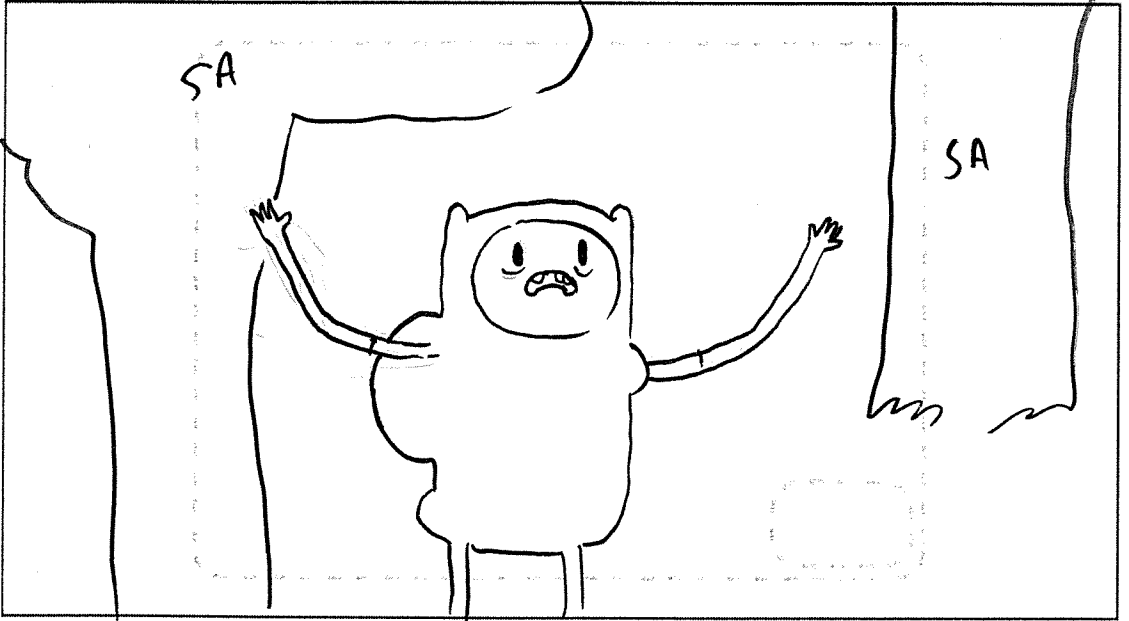


Sc. 68

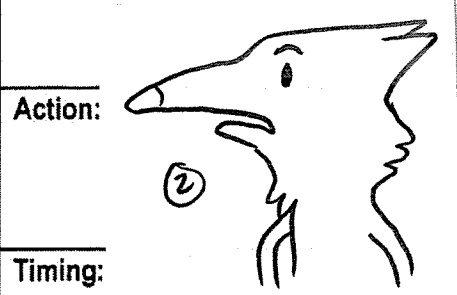
Pnl. A

Bg.

day night



Dialog: (FOX) "FRIEND'S" name, huh?  
① ②



Action:

Timing:

Dialog: (F) JAKE! HIS NAME'S JAKE!

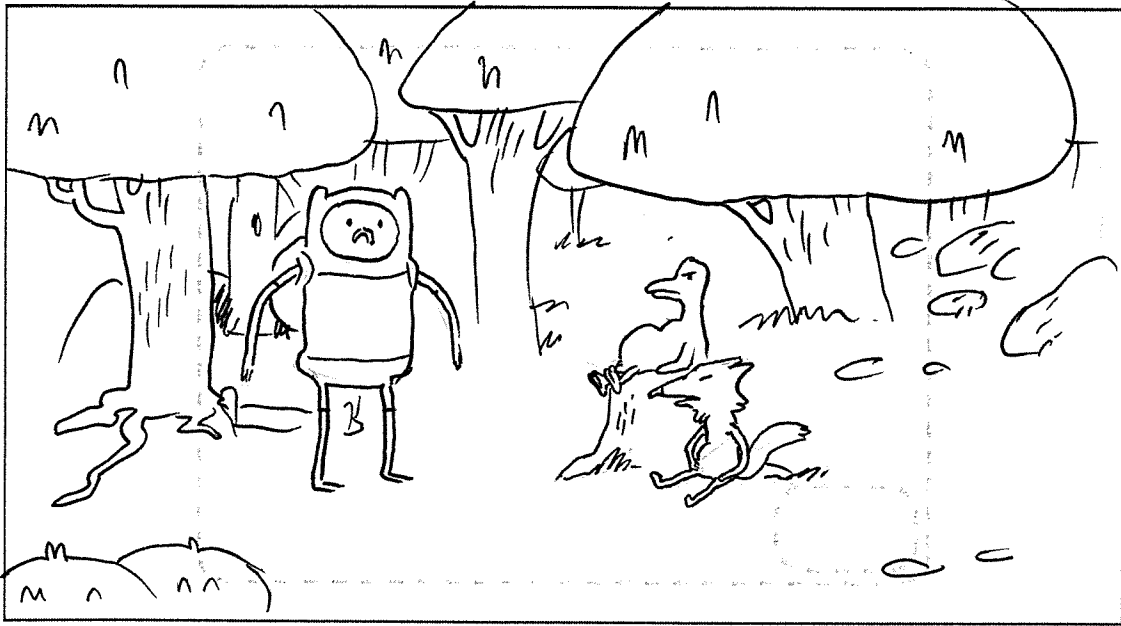
EPISODE #

Production :

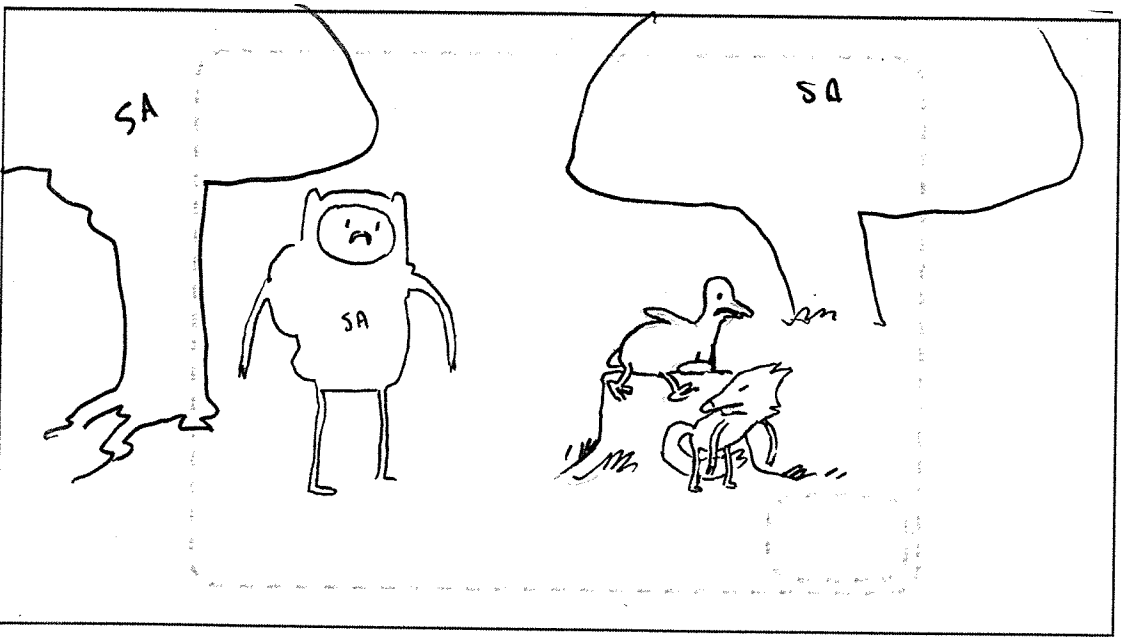
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 Pnl. B Bg. day night



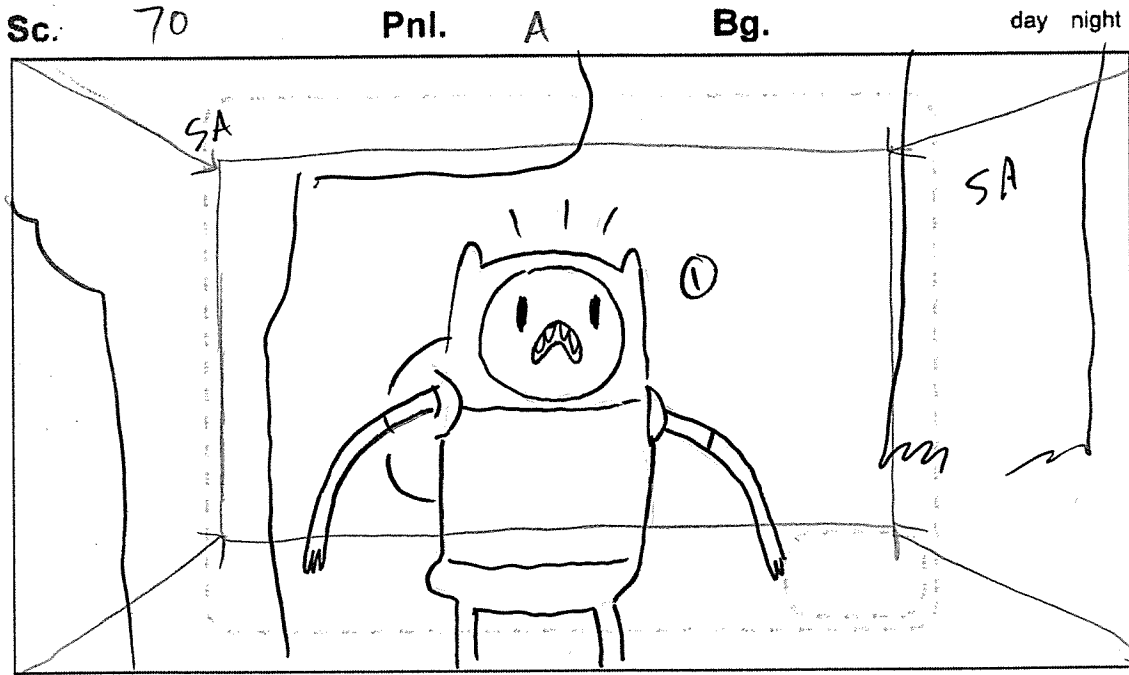
Dialog:	<p>FOX: pfffft - yeah right. Sounds pretty fake. C'mon Boobafina, let's get outta here!</p>	<p>DUCK: YEAH!</p>
Action:	<p>DUCK and fox get up to leave (DUCK is fat and struggles a bit to sit up)</p>	
Timing:		

EPISODE # 100230  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

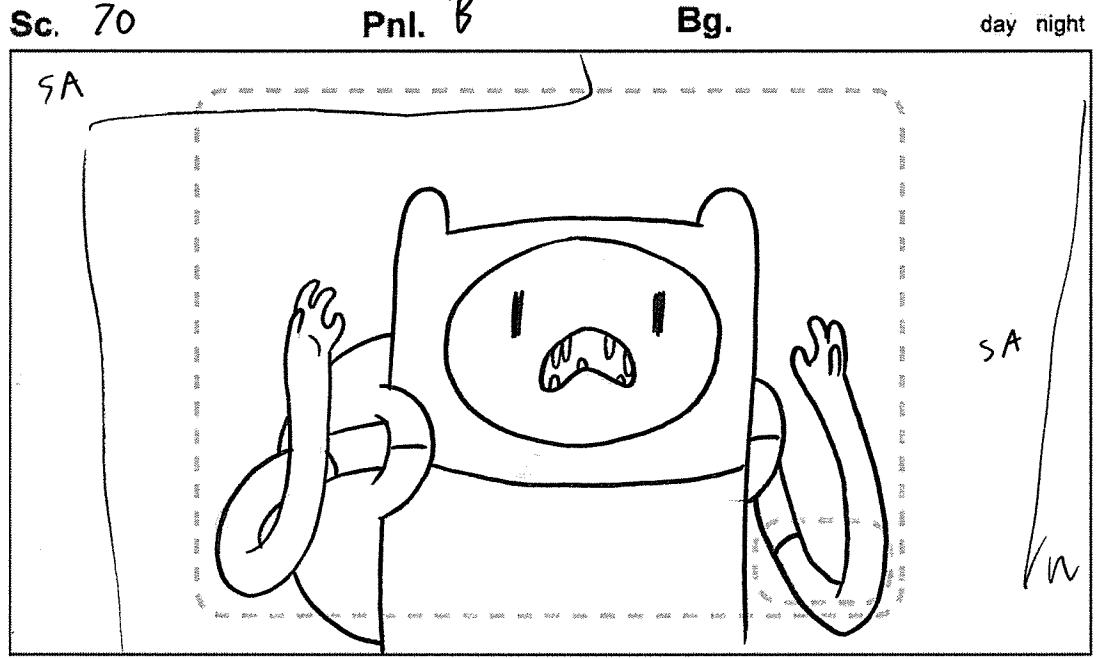
ADVENTURE TIME



Dialog:  
(F:) WHAT!?! NO!

Action:  
-TRUCK IN-

Timing:



(F:) JAKE NEEDS THIS!

EPISODE #

Production :

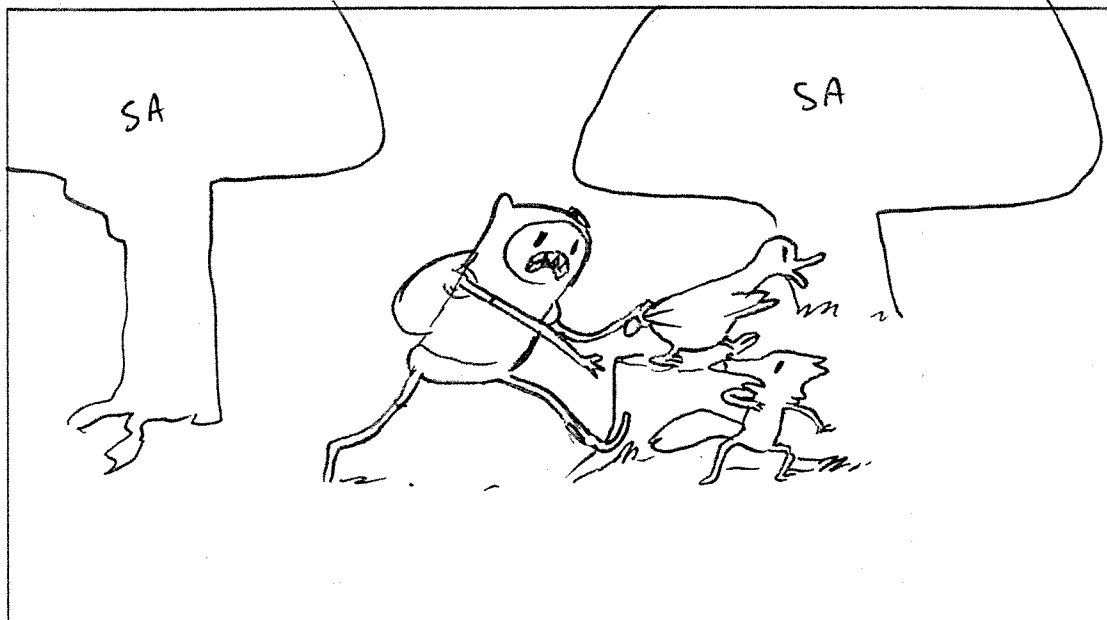
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

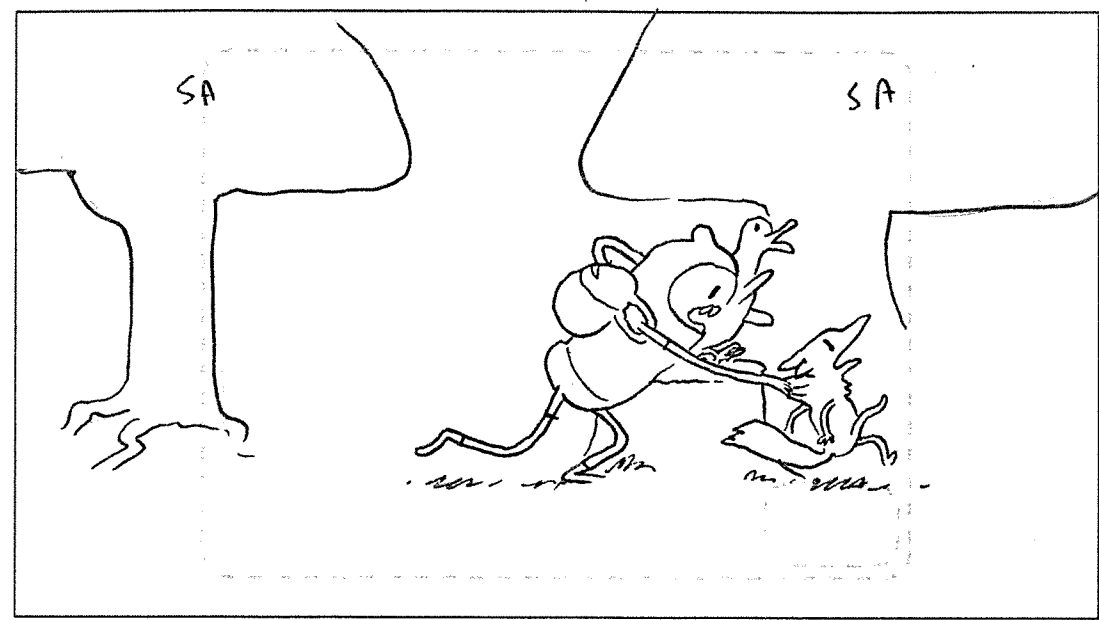


Page 91

Sc. 71 Pnl. A Bg. day night



Sc. 71 Pnl. B Bg. day night



EPISODE #

Production :

(F:) STOP!! RRRRR...

Duck (Honk!)

Dialog:

Fox : (SHORT SCREAM)

Finn lunges at animals and grabs 'em

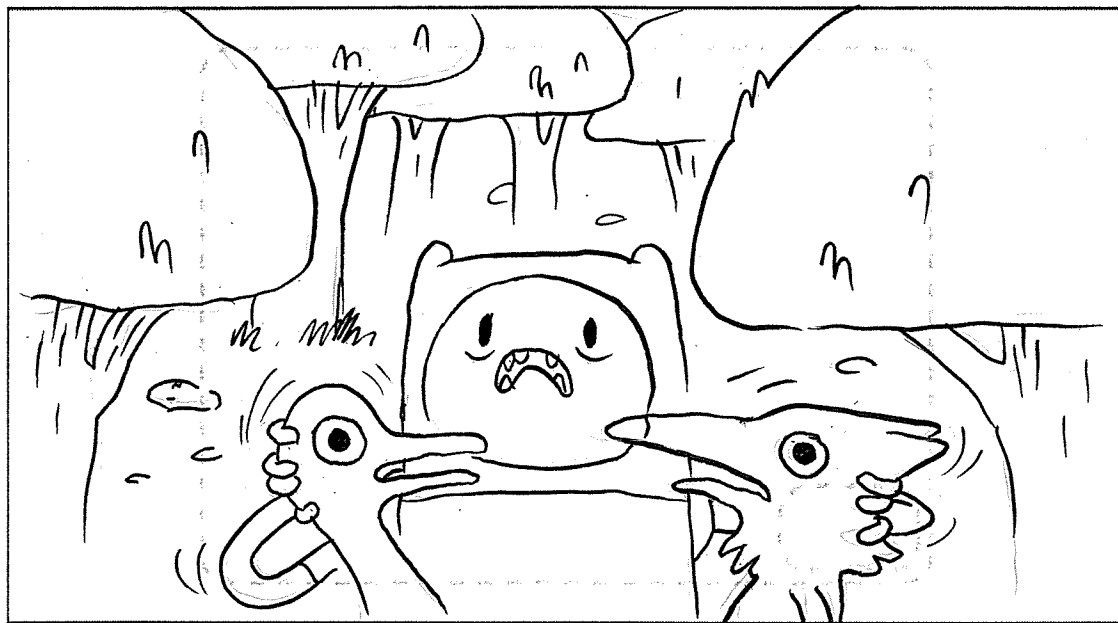


# ADVENTURE TIME

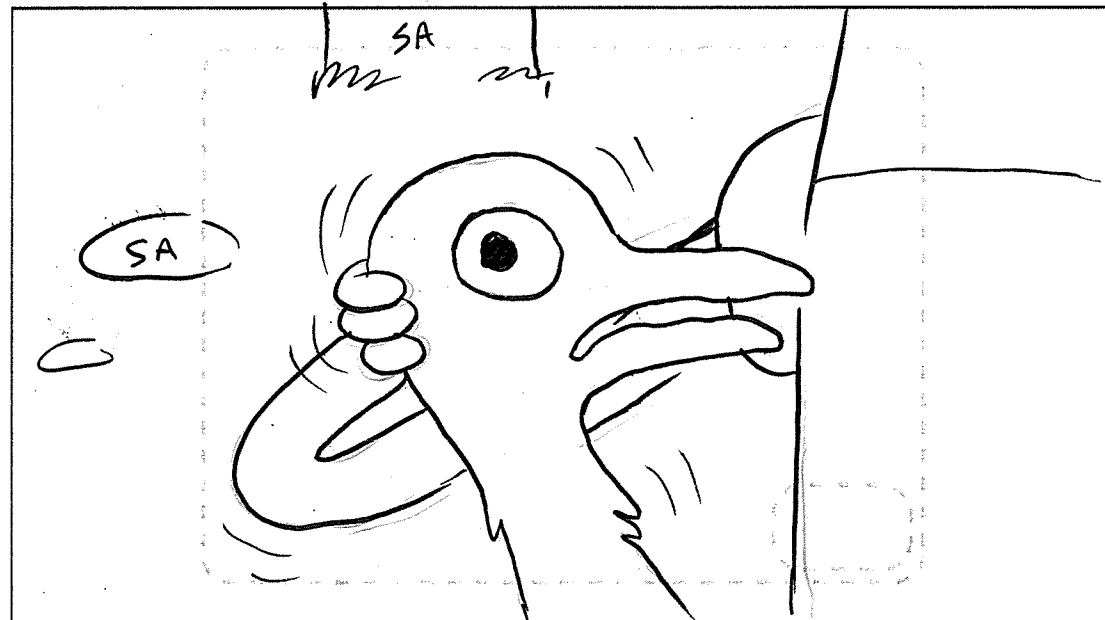


Page 92

Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:

(F!) JUST... C'mon...

(duck:) WHAT!? NO!

Action: ☆ Finn pushes animals heads towards each other. They resist and the heads end up

still vibrating

Timing: vibrating + spasming in Finn's hands

EPISODE # 100230

Production :

# ADVENTURE TIME

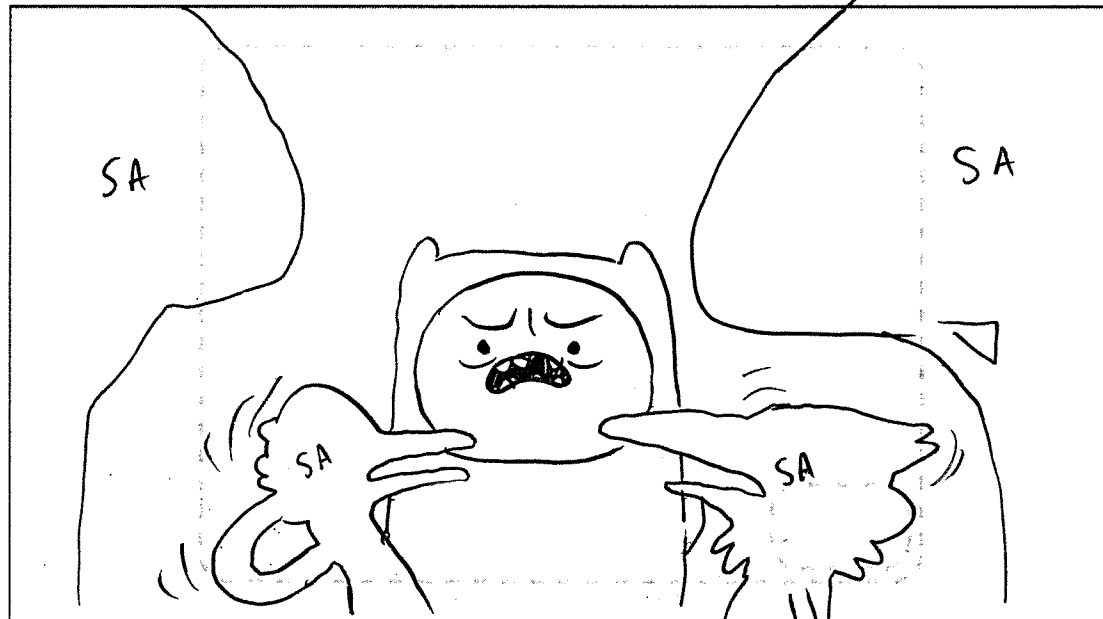


Page 93

Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

(FOX) GAH! WAIT!

(F) JUST -

(DUCK+FOX) (wall) nyagghh?? agh!

Action:

vibrating

Timing:

EPISODE #

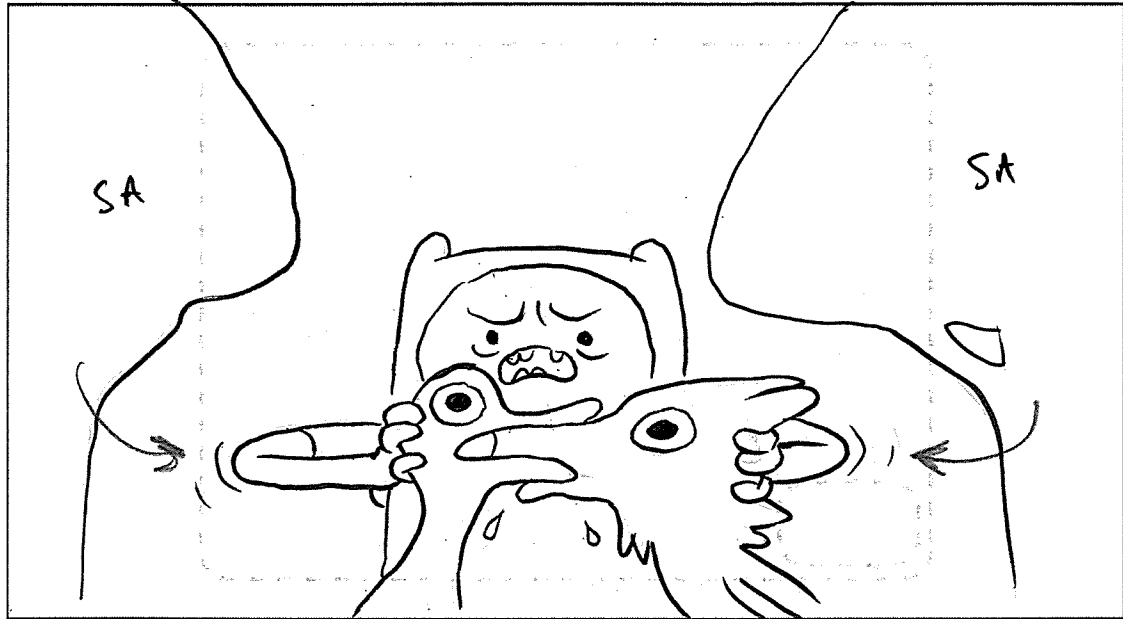
100230

Production :

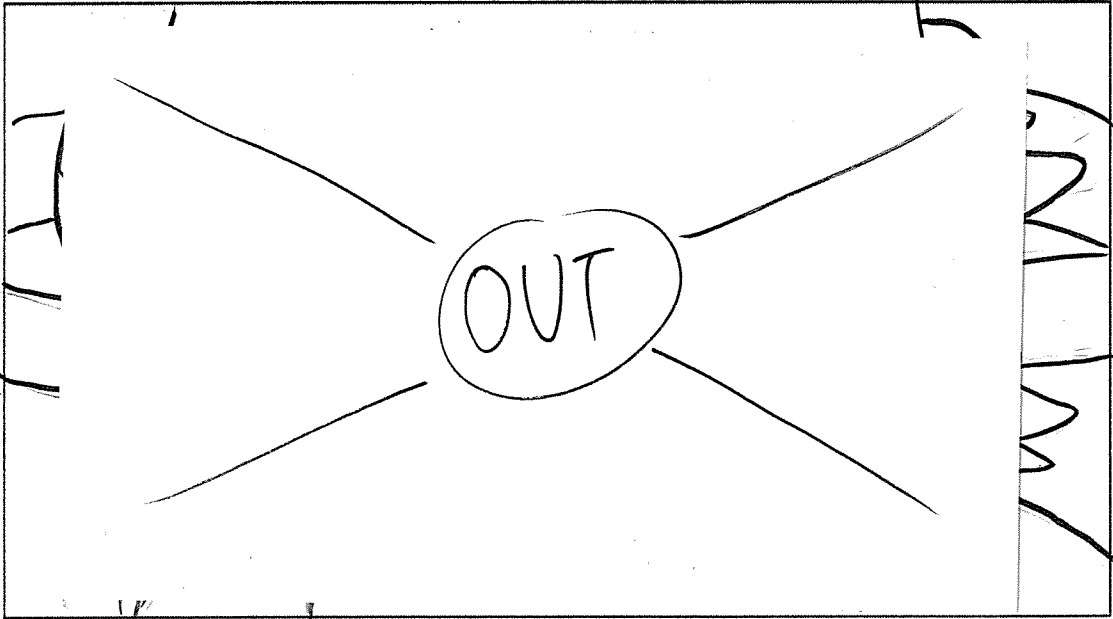
ADVENTURE TIME



Sc. 75 Pnl. B Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:

(F:) ARRRRGH!

(DUCK + FOX:) mmph mmph

Action:

Finn squashes animals' heads together

Timing:

EPISODE # 100230

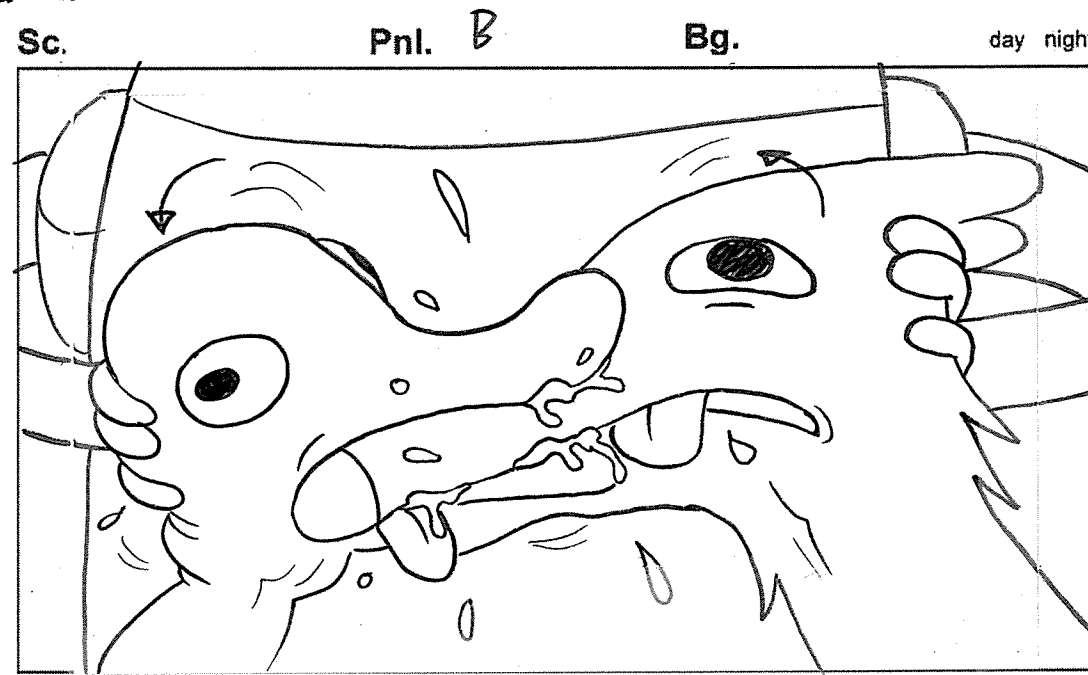
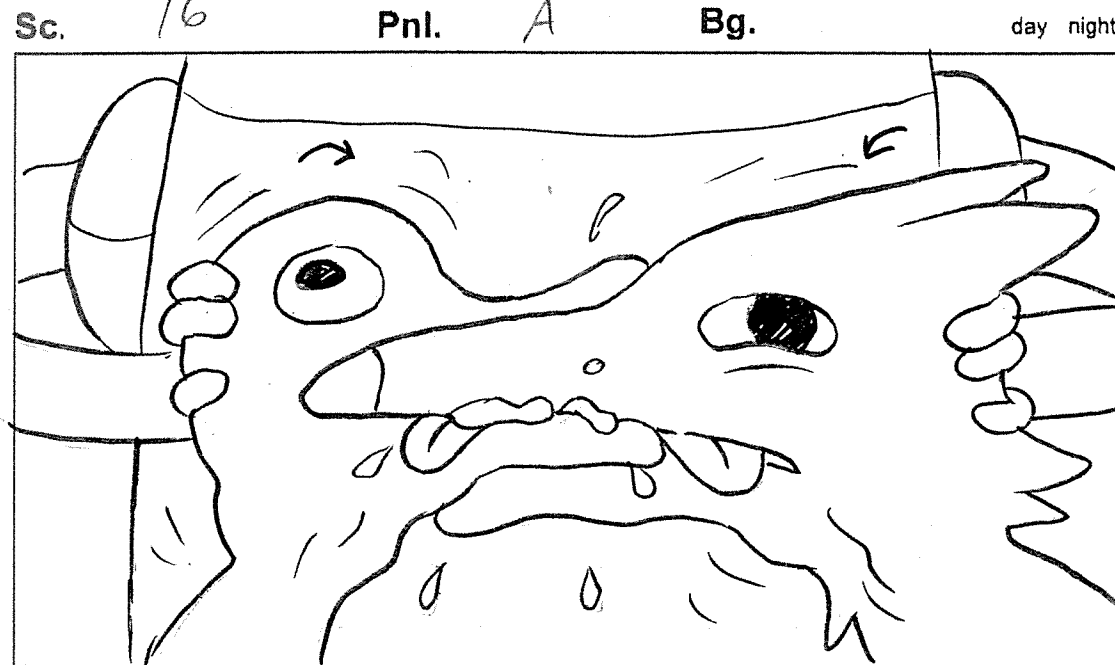
Production :


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 74 A



DUCK + FOX: = mmp b l b d l p b l p =

FINN GRINDS the  
animals' heads together,  
twisting them back +  
forth in opposite directions

(cycle between panels A & B)

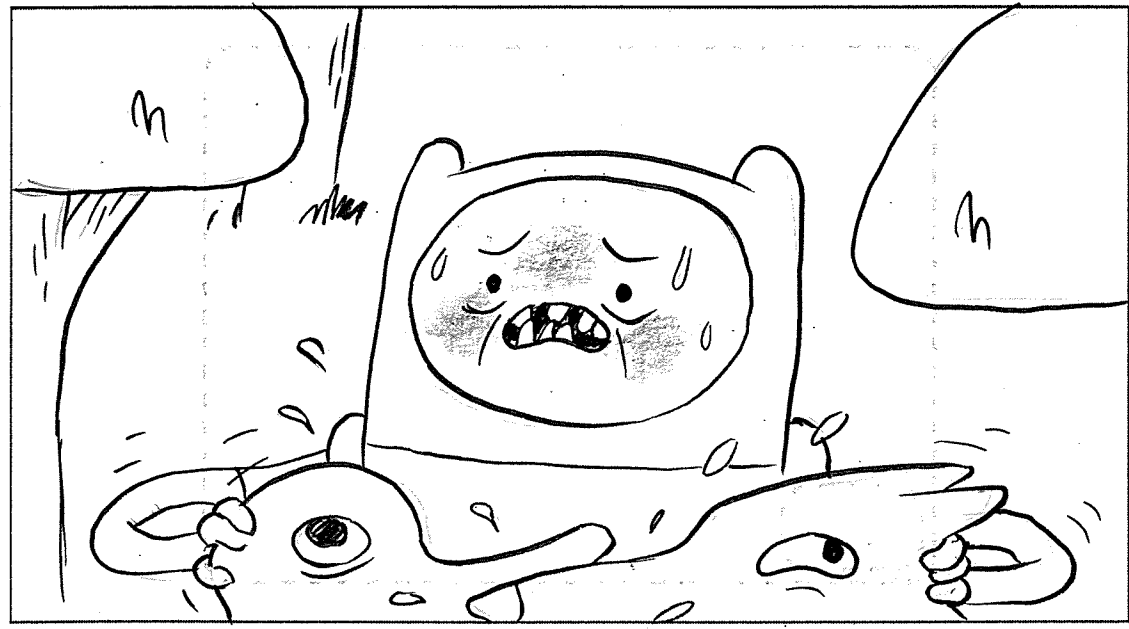
EPISODE #

Production :

ADVENTURE TIME



Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	(F:) (STRUGGLING) A lright ... (DUCK + FOX:) = BLPLBLLPDPLB =	(F:) Almost done guys -
Action:		
Timing:		

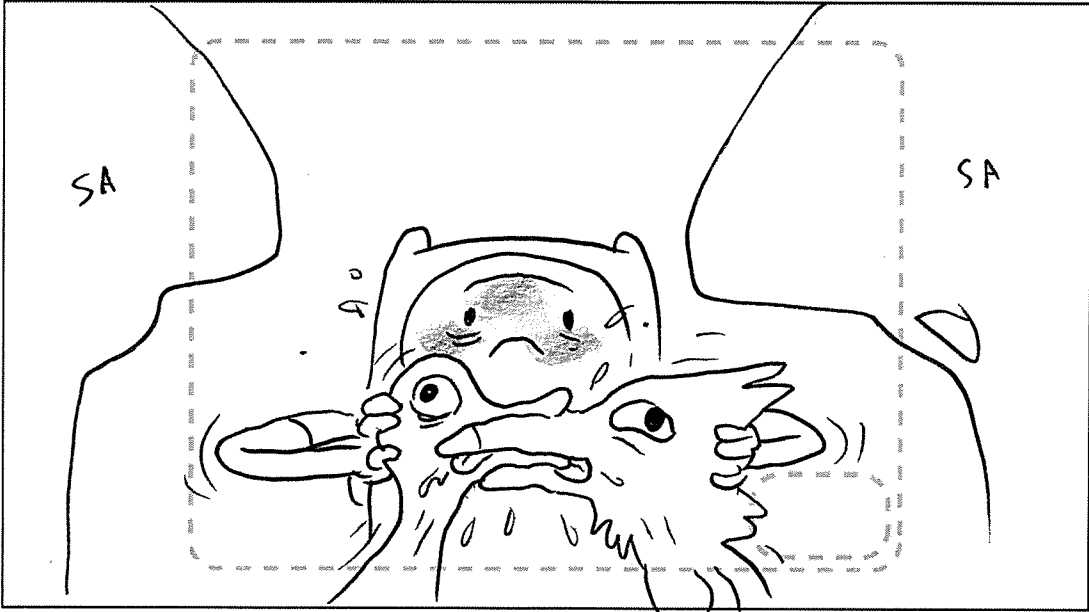
EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

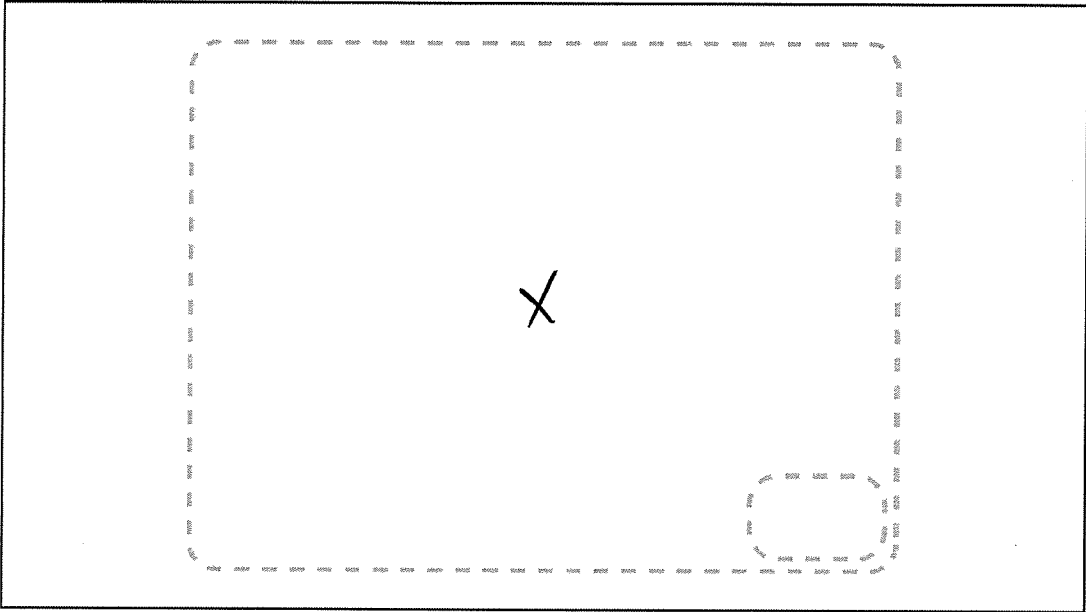
ADVENTURE TIME



Sc. 79 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

Production :

EPISODE #

100230

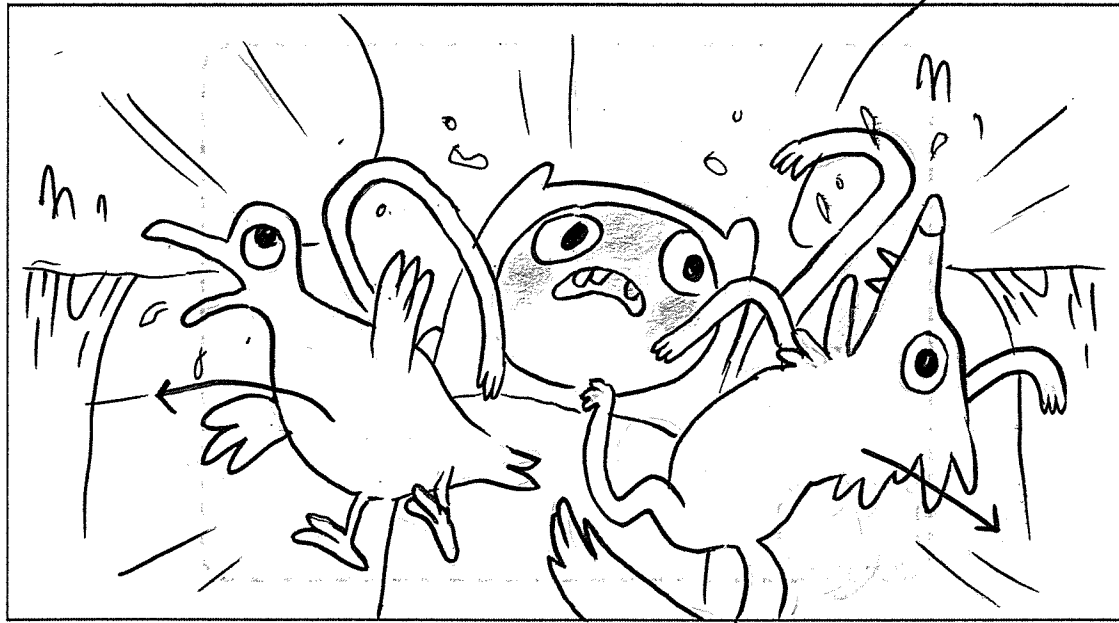
25A

# ADVENTURE TIME

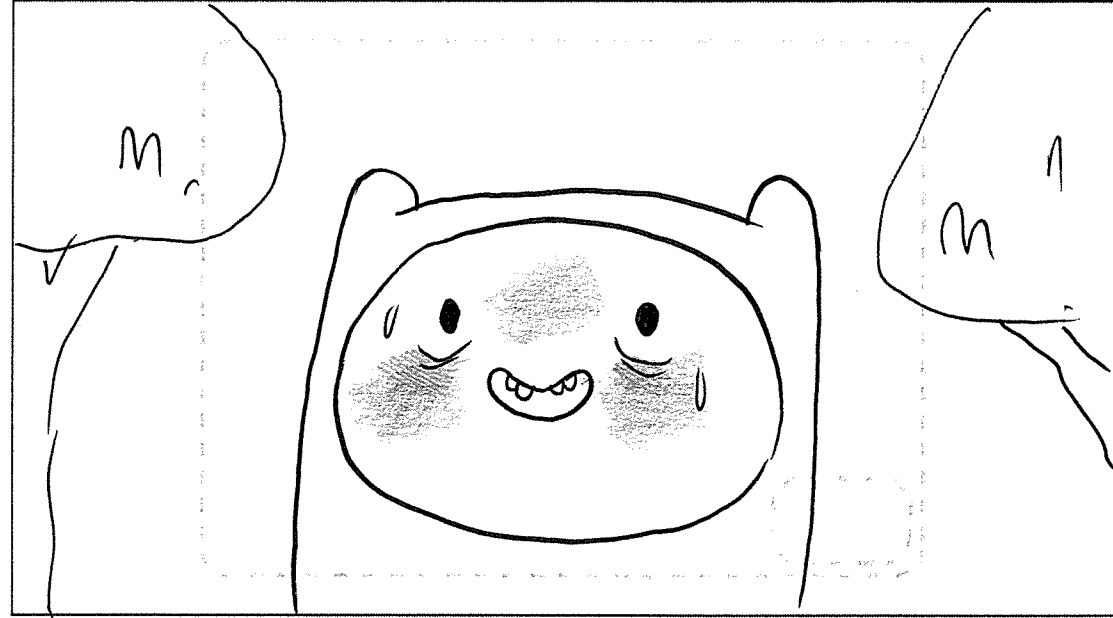


Page 97

Sc. 79 Pnl. B Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog:

(F:) (PANTING) see - y'see - no big deal -  
just a little kiss.

Action:

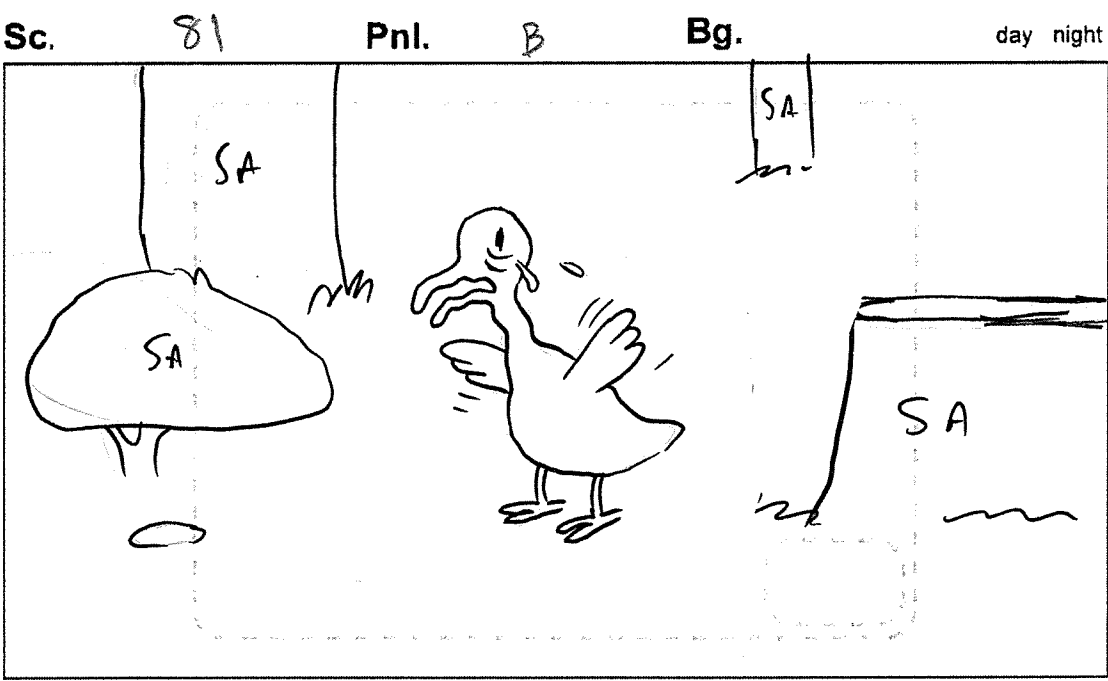
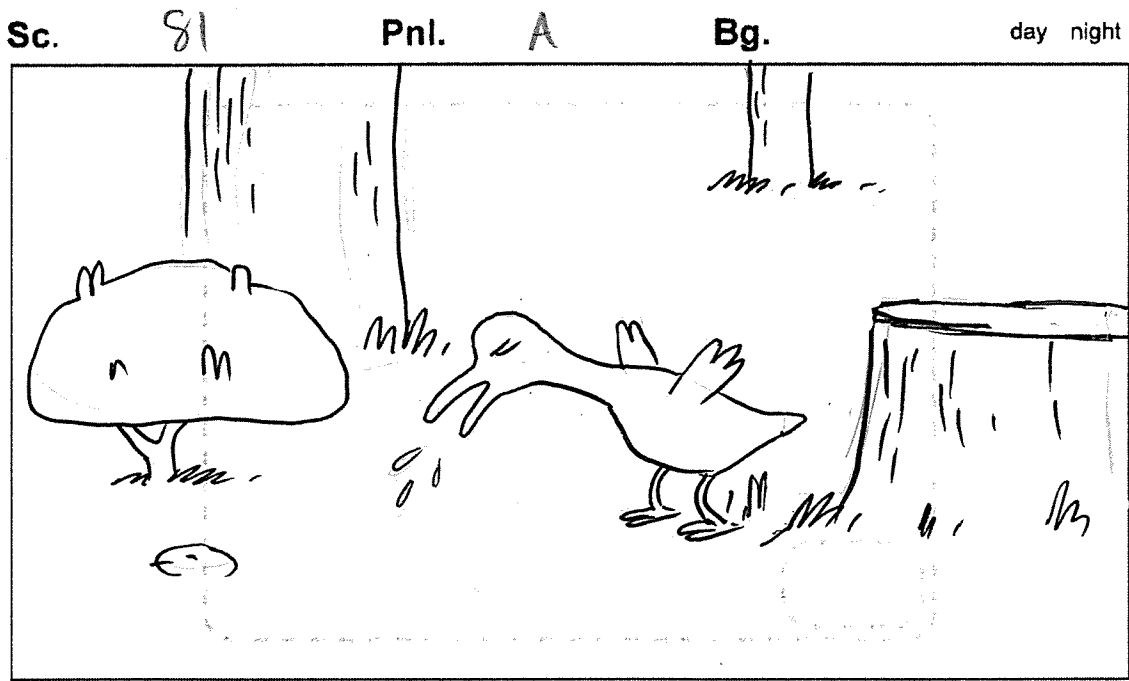
Animals burst free

Timing:

EPISODE #  
100230

Production :

ADVENTURE TIME



Dialog:

DUCK: ptu ptuh (spitting noises)

DUCK: I CAN'T BELIEVE YOU MADE ME DO THAT!!

Action:

Timing:

EPISODE #

100230

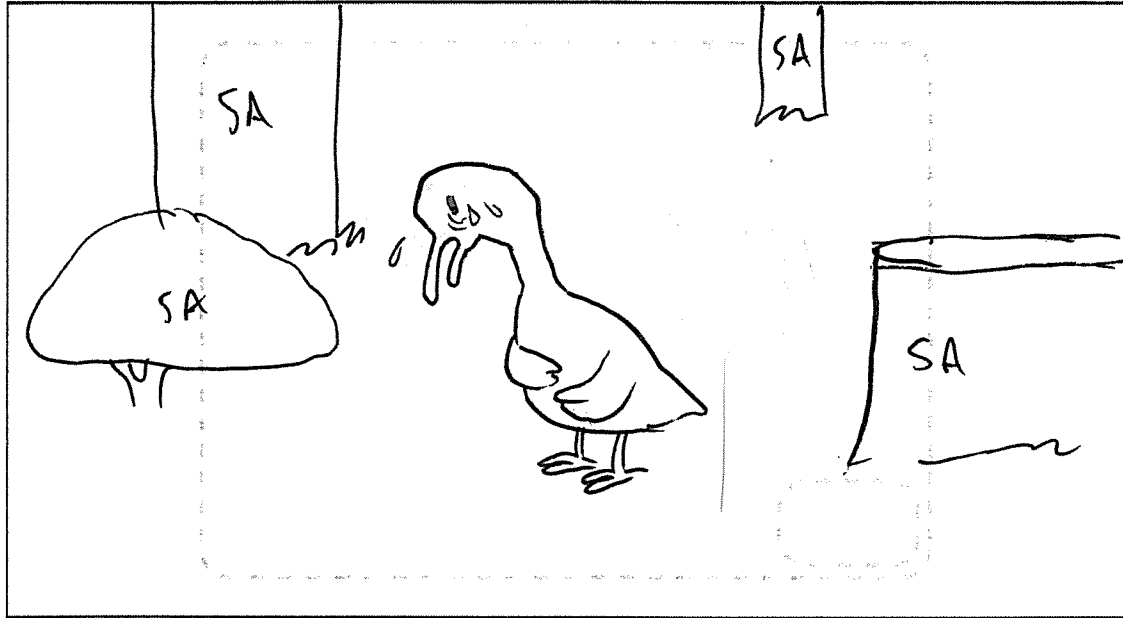
Production :



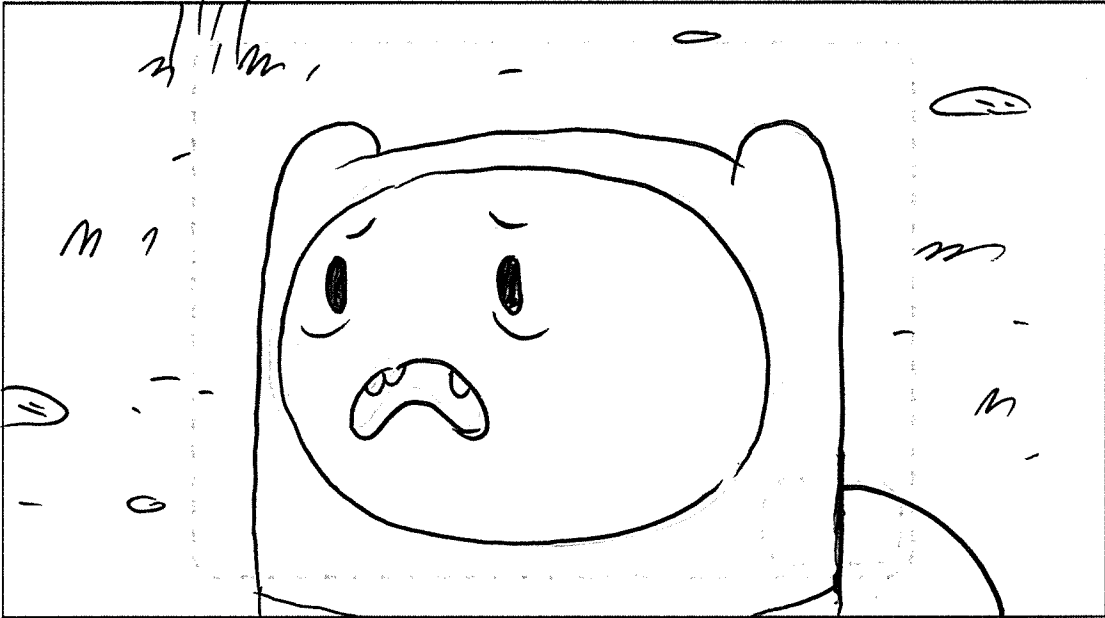
ADVENTURE TIME



Sc. 81 Pnl. C Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog: DUCK: I'm secretly in love with Mr. Goose

Action:

Timing:

EPISODE # 100230

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night

Sc. 83 Pnl. B Bg. day night

Dialog:  
DUCK: and now he'll never love me...

Action:  
speaks, then  
turns away

Timing:

100230  
EPISODE #  
Production :

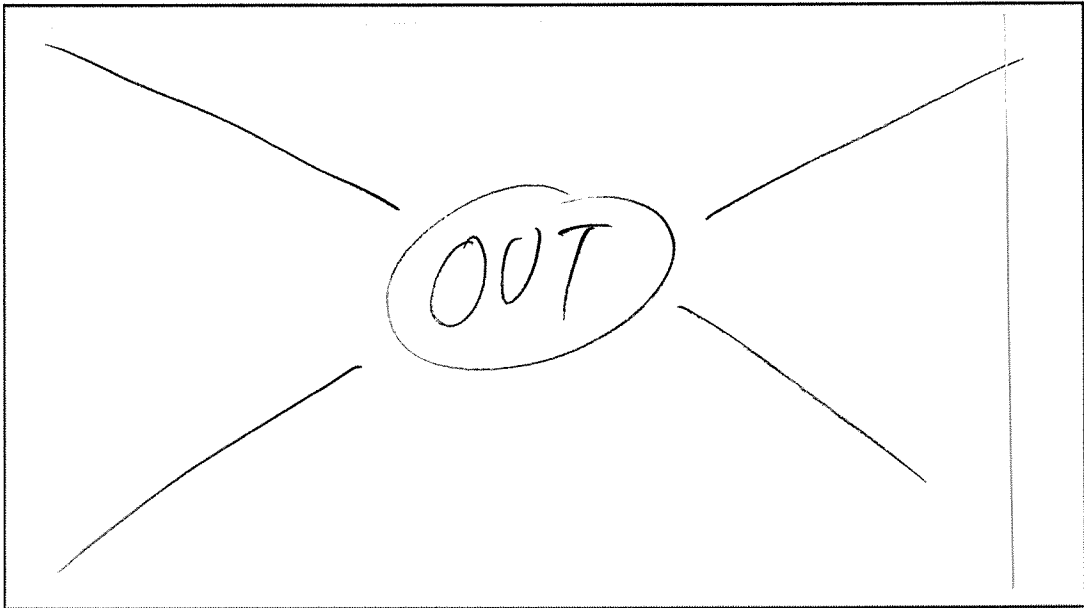
ADVENTURE TIME



Sc. 84 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(Duck:) (OS) ...because I'm soiled...
Action:
Timing:

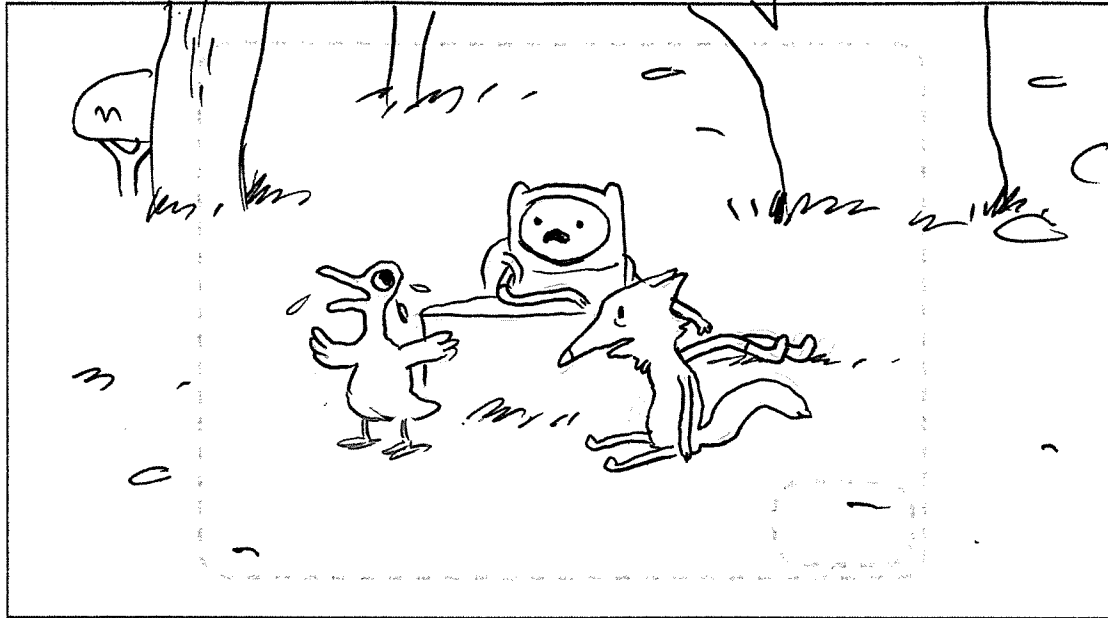
EPISODE # 100230  
Production :

# ADVENTURE TIME

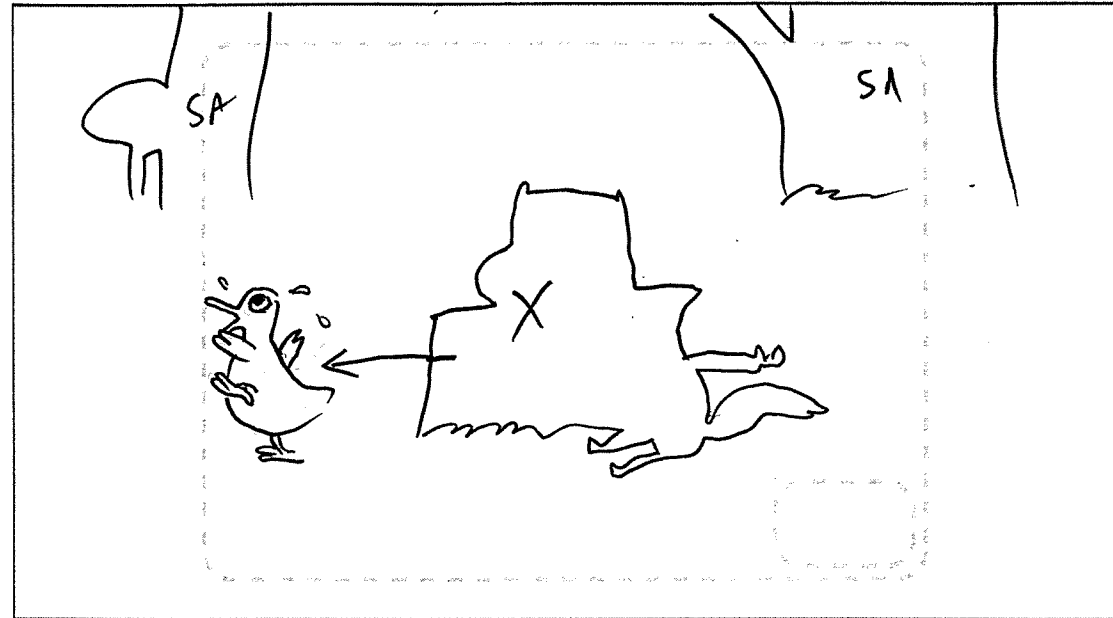


Page 101

Sc. 85 Pnl. A Bg. day night



Sc. 85 Pnl. B Bg. day night



Dialog:

(Duck:) WAHH!!!

Action:

DUCK RUNS AWKWARDLY

Timing:

EPISODE #

100230

Production :

29

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 85 Pnl. C Bg. day night

Sc. 85 Pnl. D Bg. day night

Dialog:

FOX: OH NO, OH NO!!

Action:

DUCK RUNS OFF SCREEN CRYING

Timing:

EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 85 Pnl. E Bg. day night

Sc. 86 Pnl. A Bg. day night

Dialog:	<div>FINN: Oh man - what?</div> <div>FOX: I really <u>did</u> wanna kiss Boobafina - I'm secretly in love with <u>HER</u>!</div>
Action:	
Timing:	

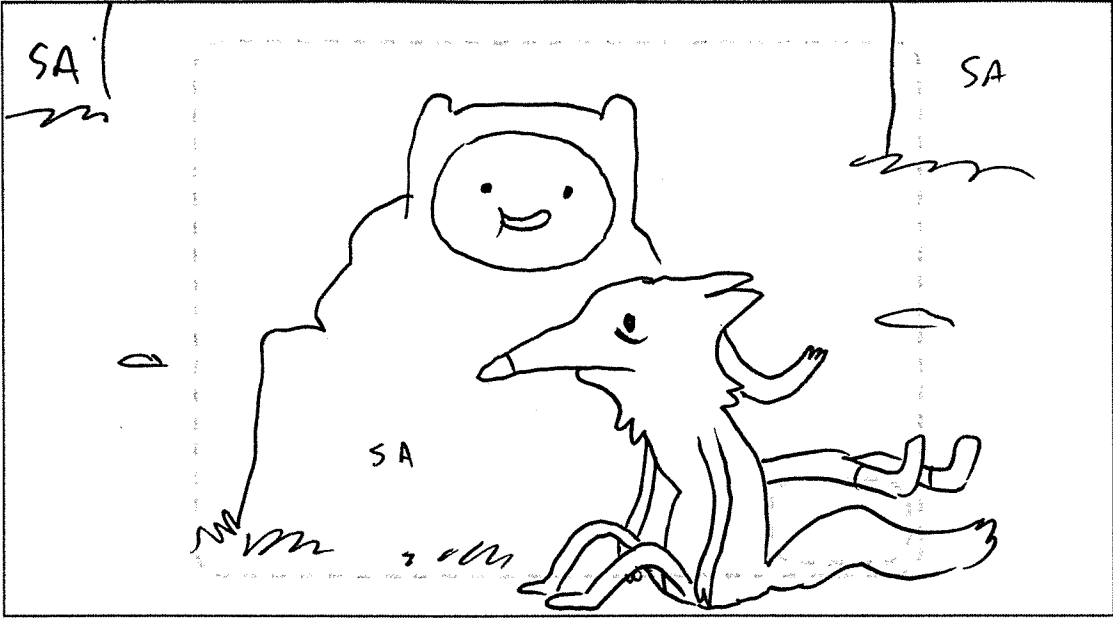
100230  
EPISODE #  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

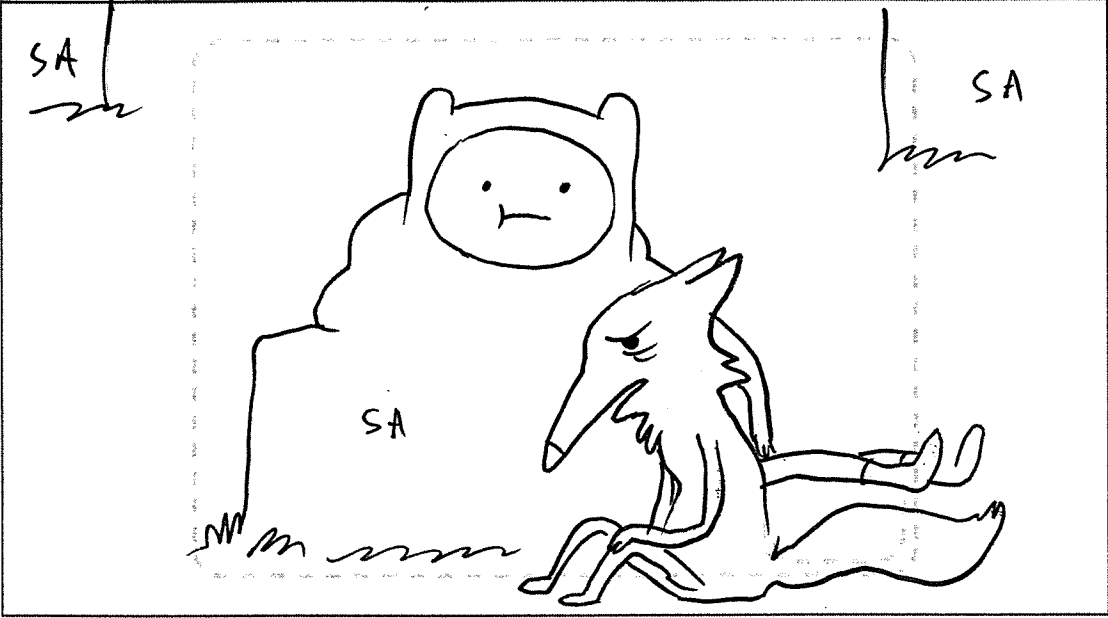
ADVENTURE TIME



Sc. 84 Pnl. B Bg. day night



Sc. 86 Pnl. C Bg. day night



Dialog:

FINN: Oh okay - sweet.

FOX: No NO - you ruined it - it had to happen ~~the~~ NATURALLY -

Action:

Timing:

EPISODE #

100230

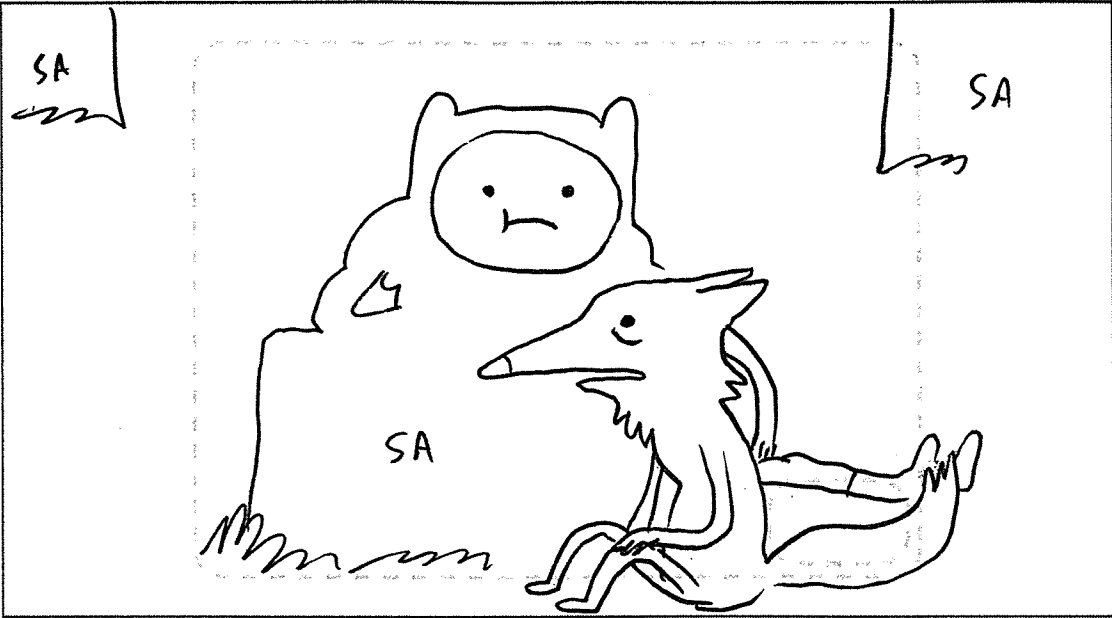
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

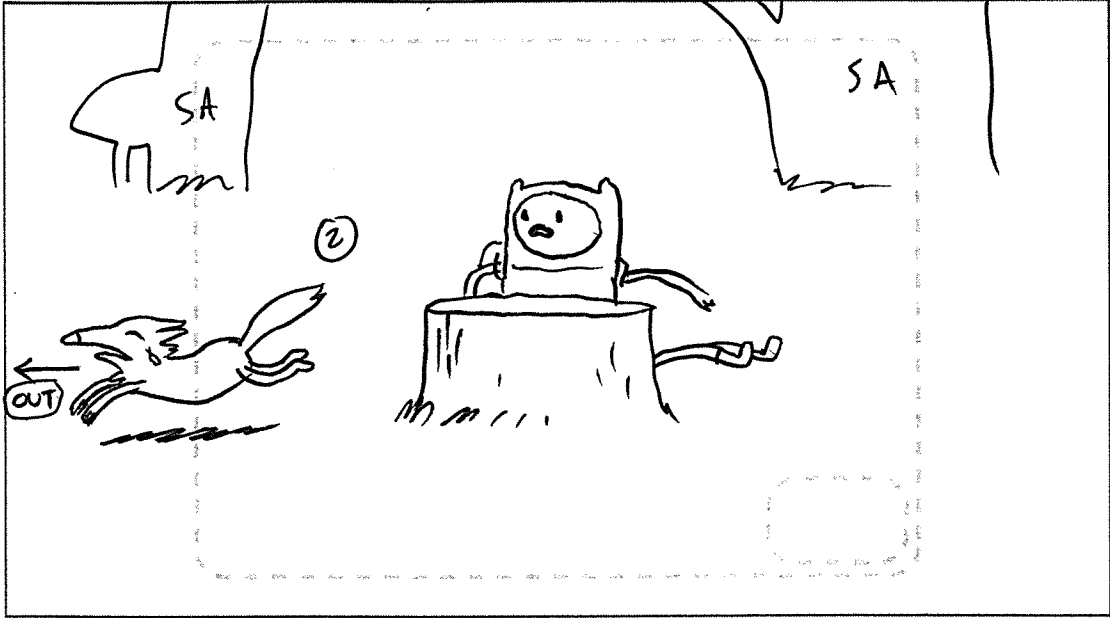
# ADVENTURE TIME



Sc. 86 Pnl. D Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog:	<p>(FOX:) Now it's all screwed up. She'll never love me.</p> <p>(FOX:) WAHHH!!</p>
Action:	<p>Fox runs offscreen crying</p>
Timing:	

100230

EPISODE #

Production :

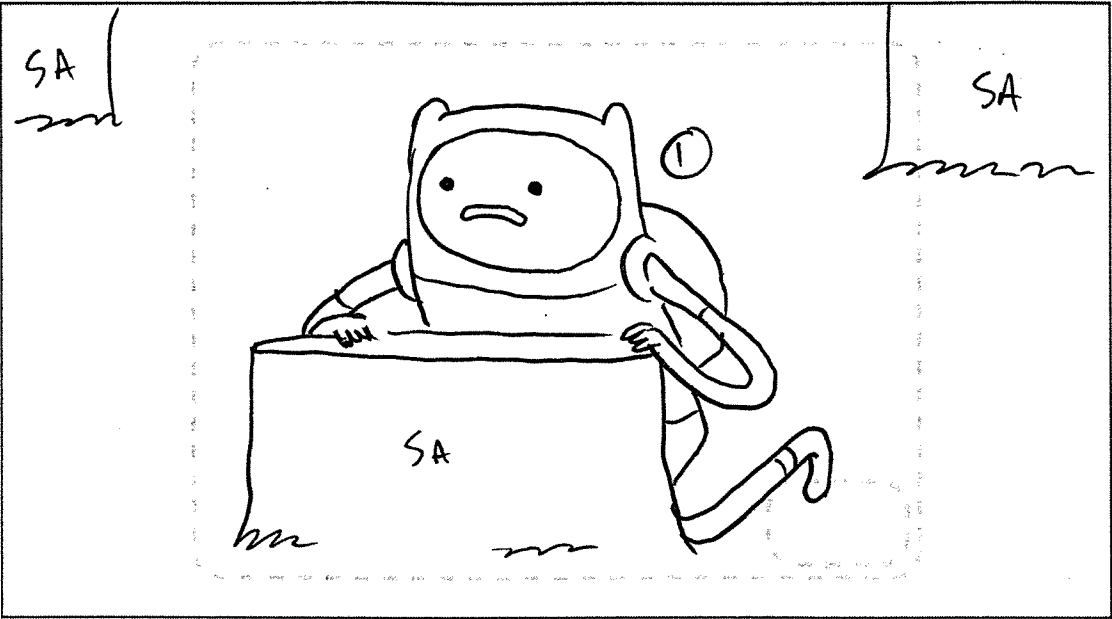


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

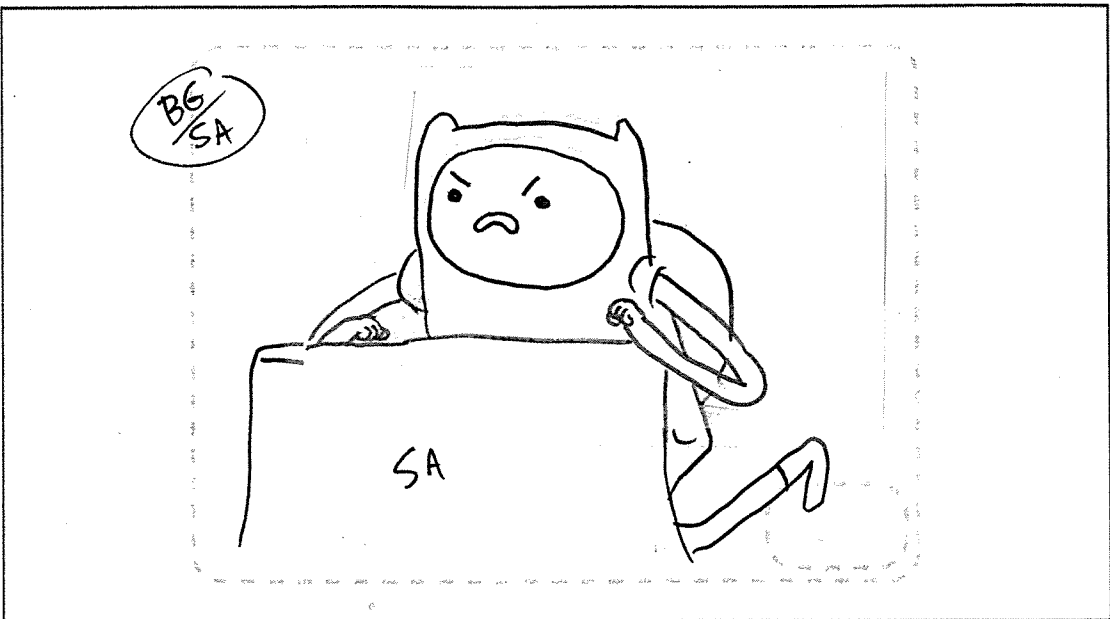
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog:	
FINN: Okay - that wasn't that smooov...	FINN: But it's all worth it to save Jake. WHATEVER IT TAKES!
Action:	
Timing:	

100230

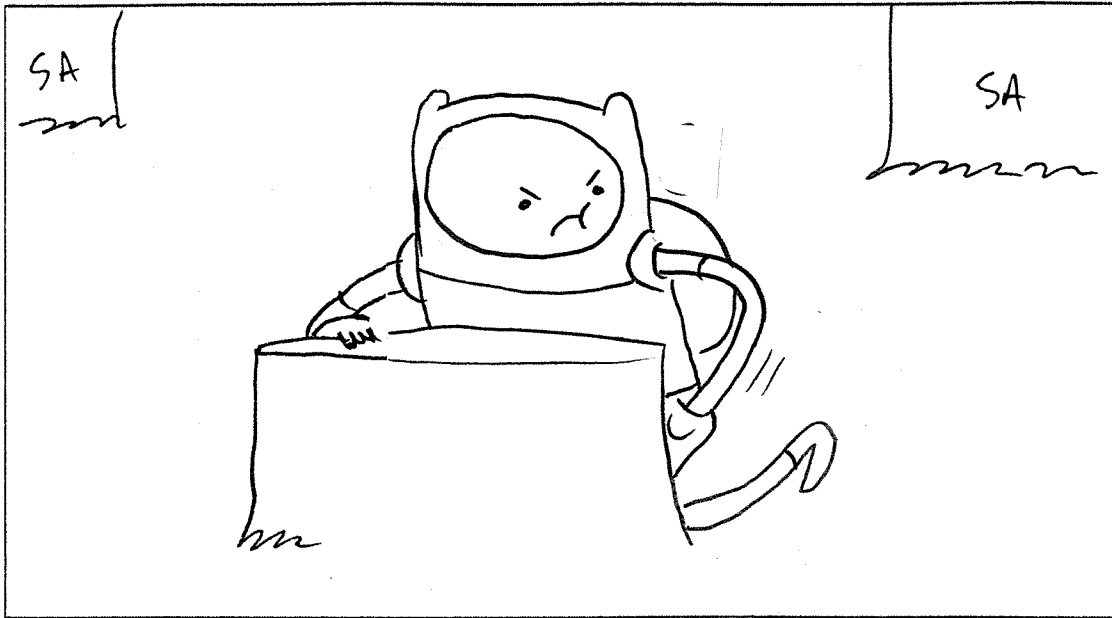
EPISODE #

Production :

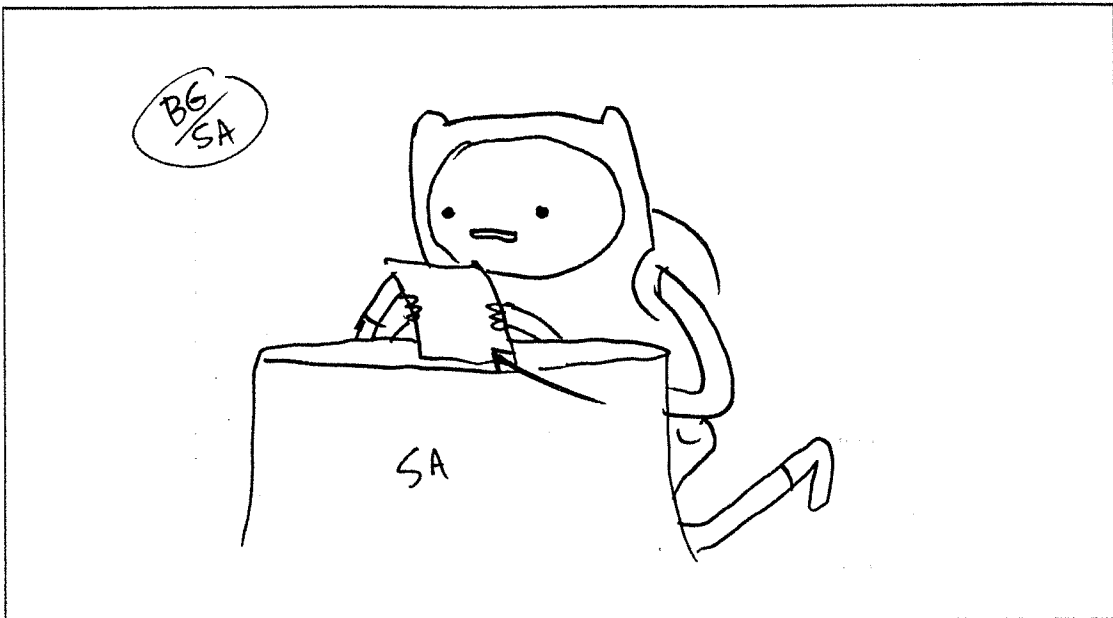
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



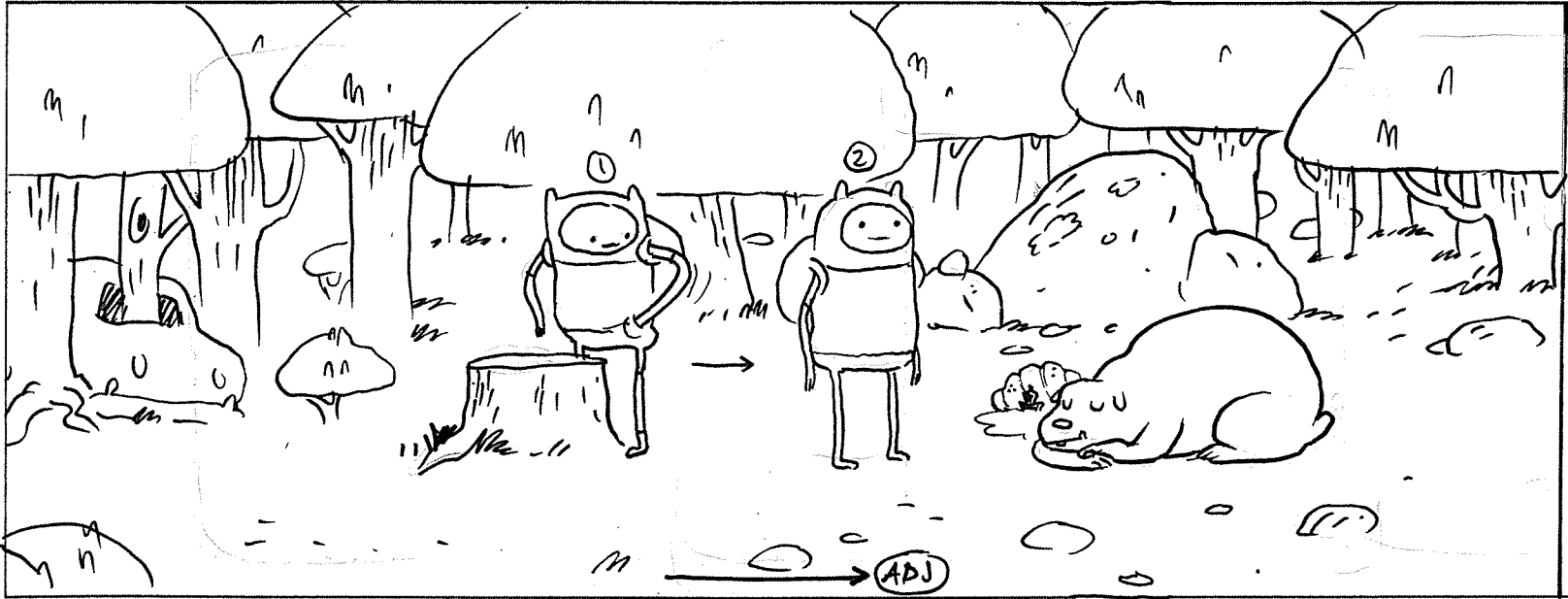
Dialog:	<p>FINN: okay, okay... what's next? "A GOOD FIGHT"</p>
Action:	
Timing:	

EPISODE # 10230  
Production :

ADVENTURE TIME



Sc. 89 Pnl. A Bg. day night Sc. Pnl. Bg. day night



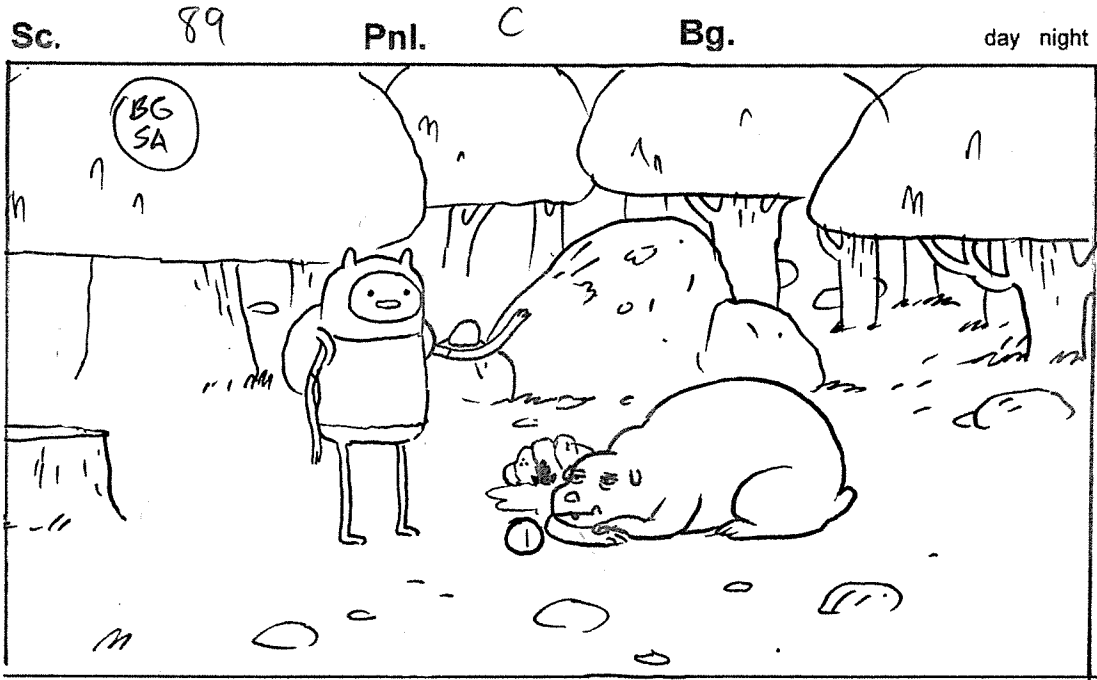
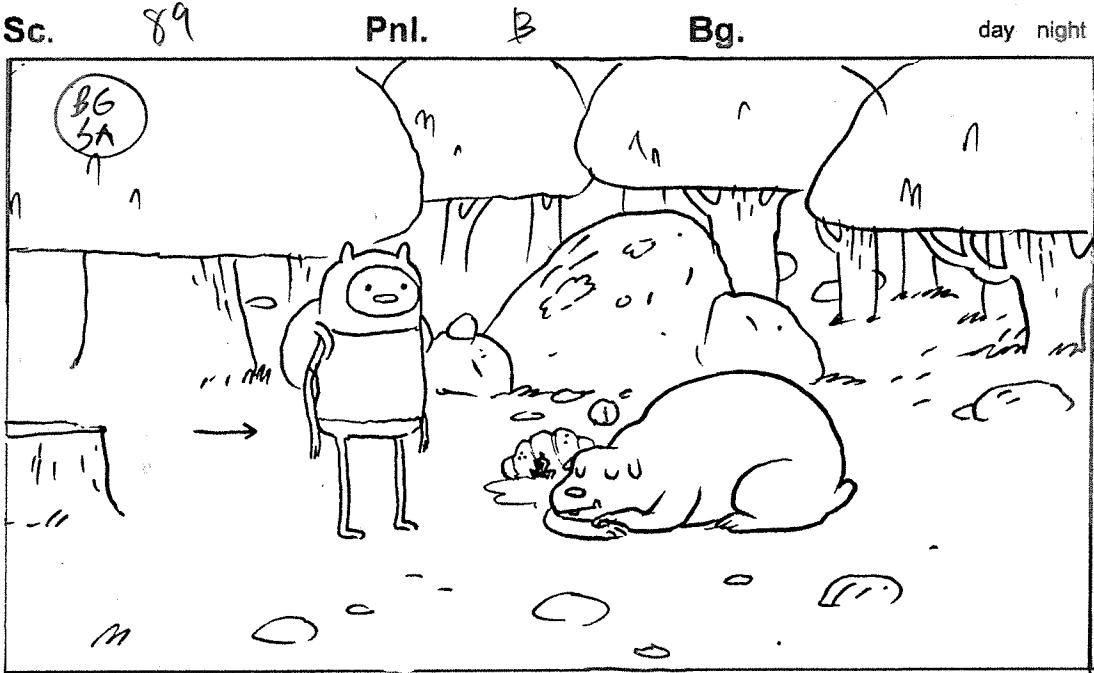
Dialog:	
Action:	Finn puts list in pocket, walks over to bear.
Timing:	

EPISODE # 100230

Production :

© 2010 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(F) Hey! (2)  ← blinking	(F) Yeah you- Hey (2)
Action:	Finn speaks, then bear wakes up, blinking	Finn speaks again, then bear is fully awake
Timing:		

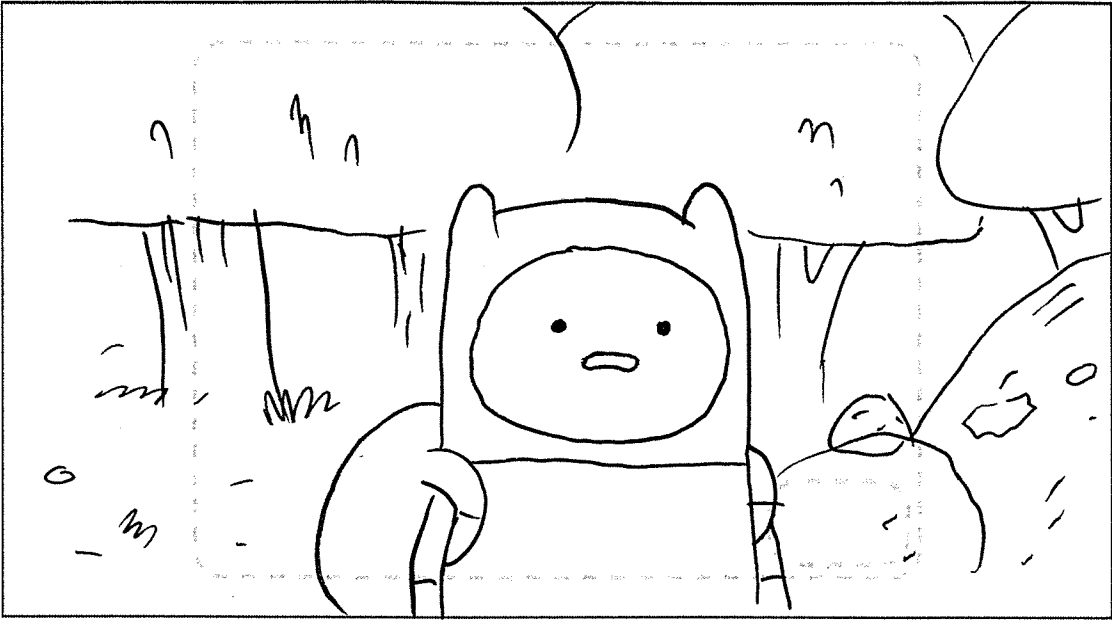
EPISODE # 100230 35A

Production :

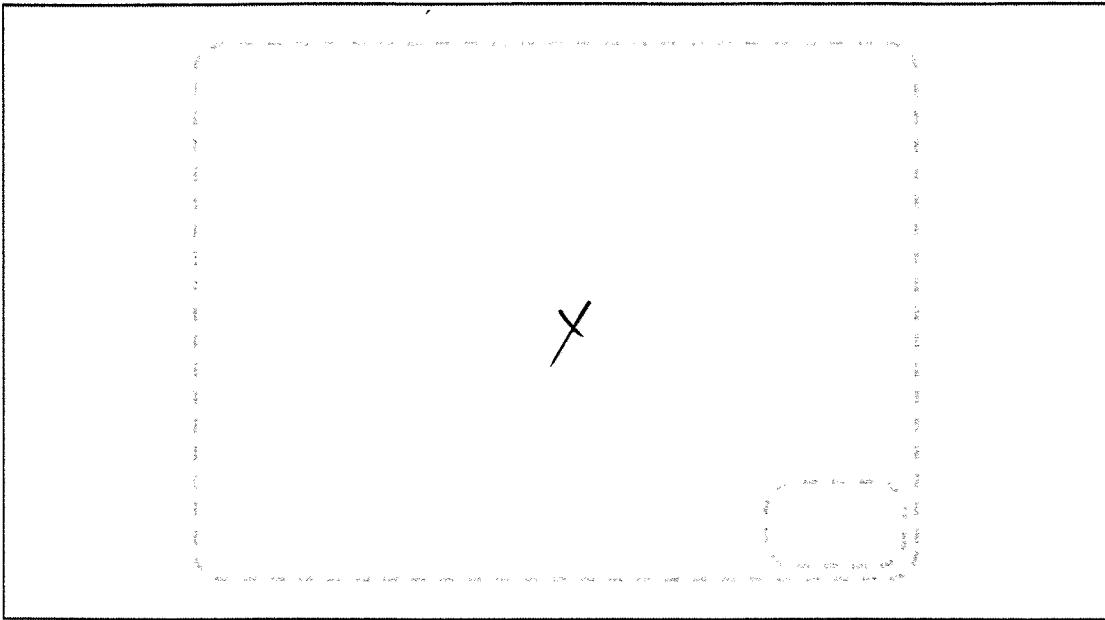
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



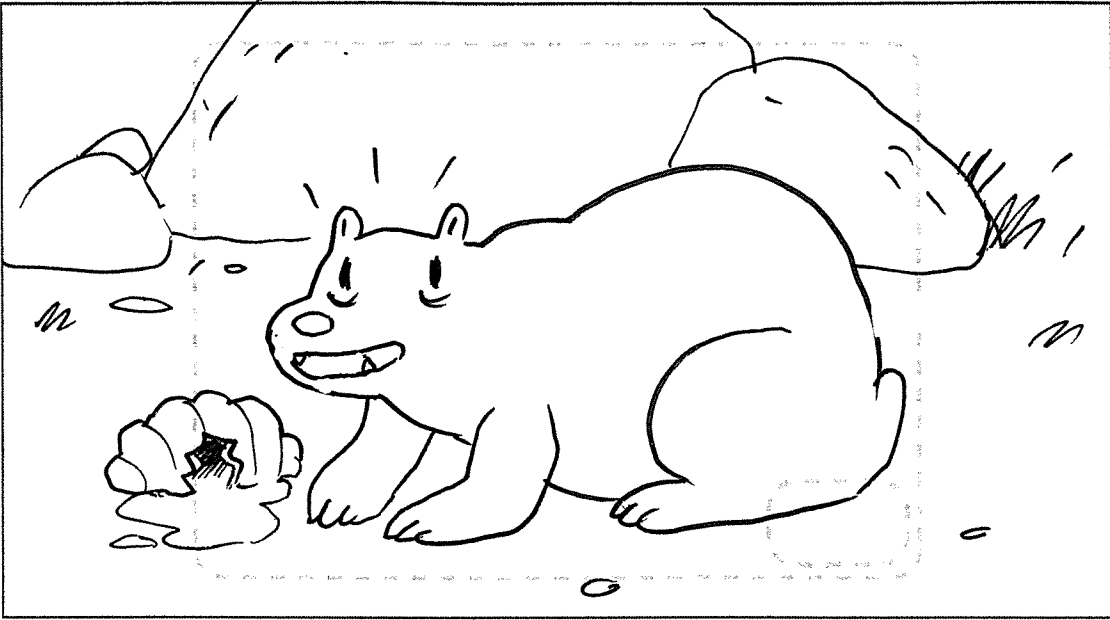
Dialog:
(F.) you wanna fight me ?
Action:
Timing:

Production :  
EPISODE # 100230

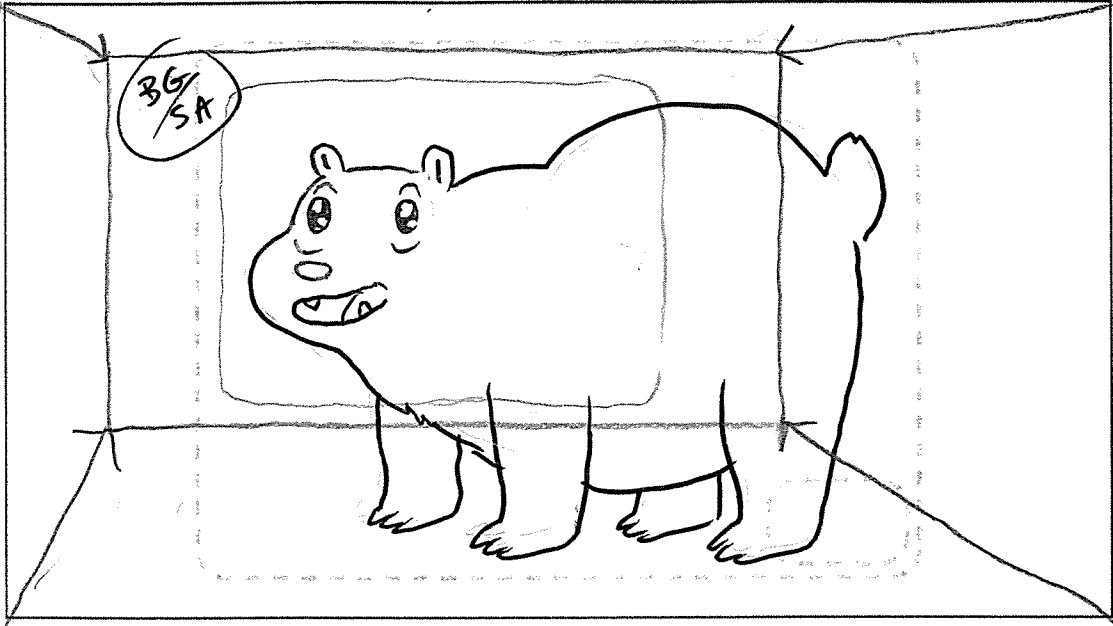
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog:

BEAR: OH HECK YEAH!

BEAR: I've been waiting for this my whole life! OH MAN! Ha Ha!

Action:

- TRUCK IN -

Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

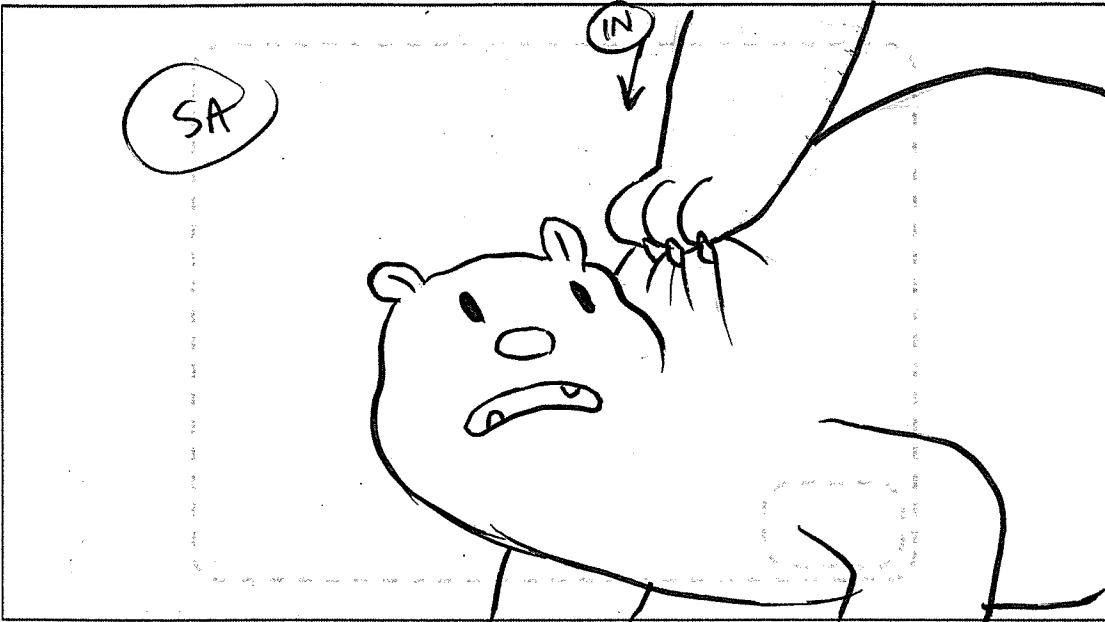
# ADVENTURE TIME



Sc. 91 Pnl. C Bg. day night



Sc. 91 Pnl. D Bg. day night



Dialog:

BEAR: YESSS! HA HA!

MAMA: OS: OH NO YOU DON'T!

Action:

crouches down to pounce

MAMA's Hand reaches in from O.S. and grabs bear.

Timing:

EPISODE #

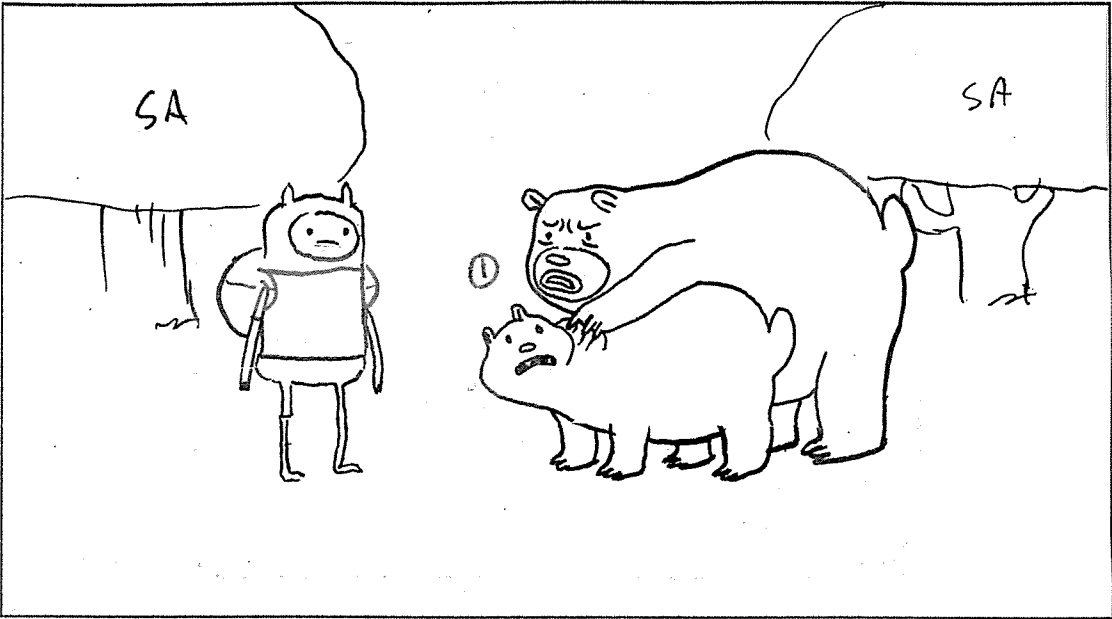
100230

Production :

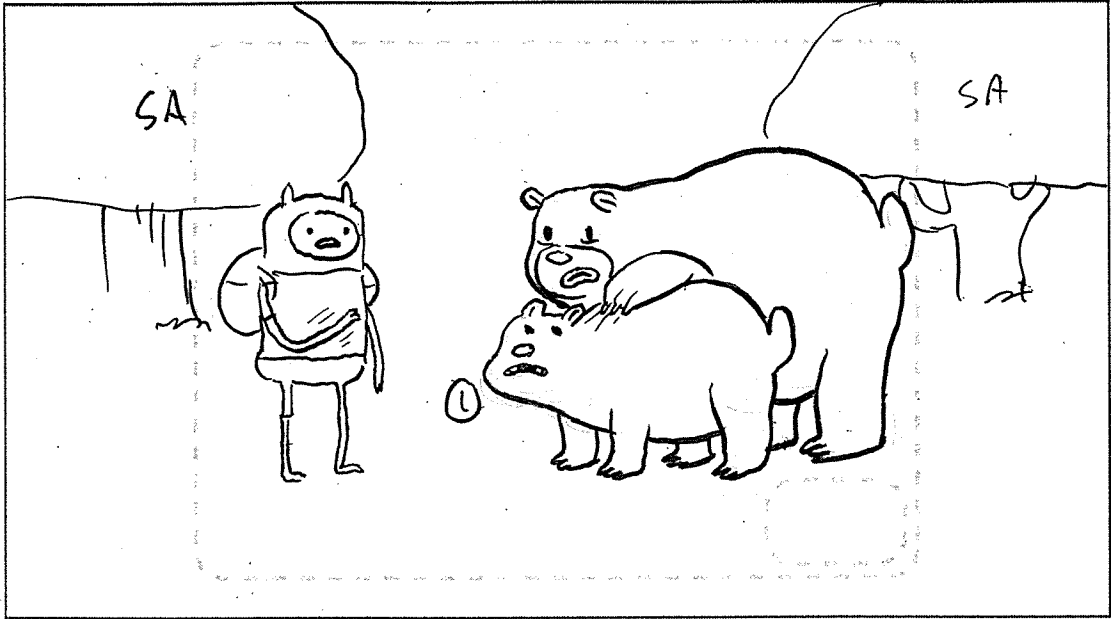
ADVENTURE TIME



Sc. 92 Pnl. A Bg. day night



Sc. 92 Pnl. B Bg. day night



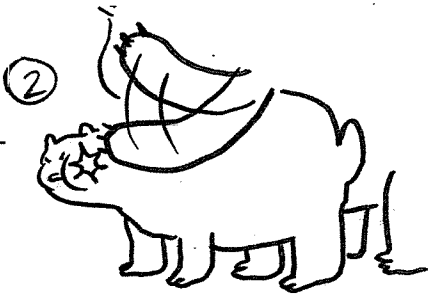
Dialog:

MAMA: you're much too young!  
come along now - \*SMACK!\*

FINN: Hey - Hey - Listen lady -

Action:

Timing:



EPISODE #

100230

39



# ADVENTURE TIME



Page 112 A

Sc. 92

Pnl. C

Bg.

day night

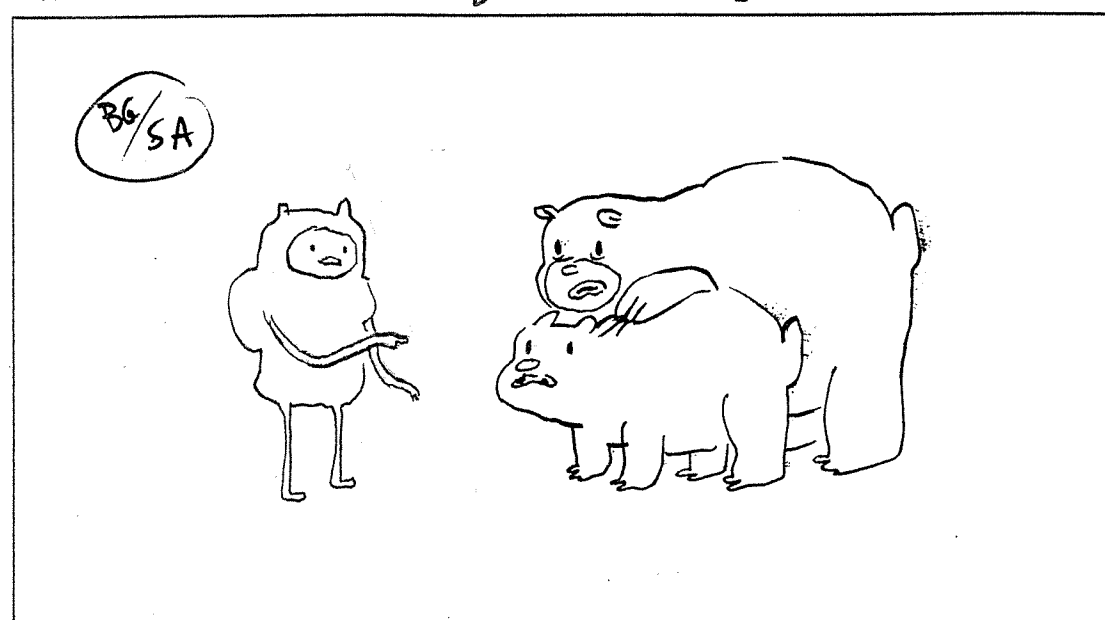
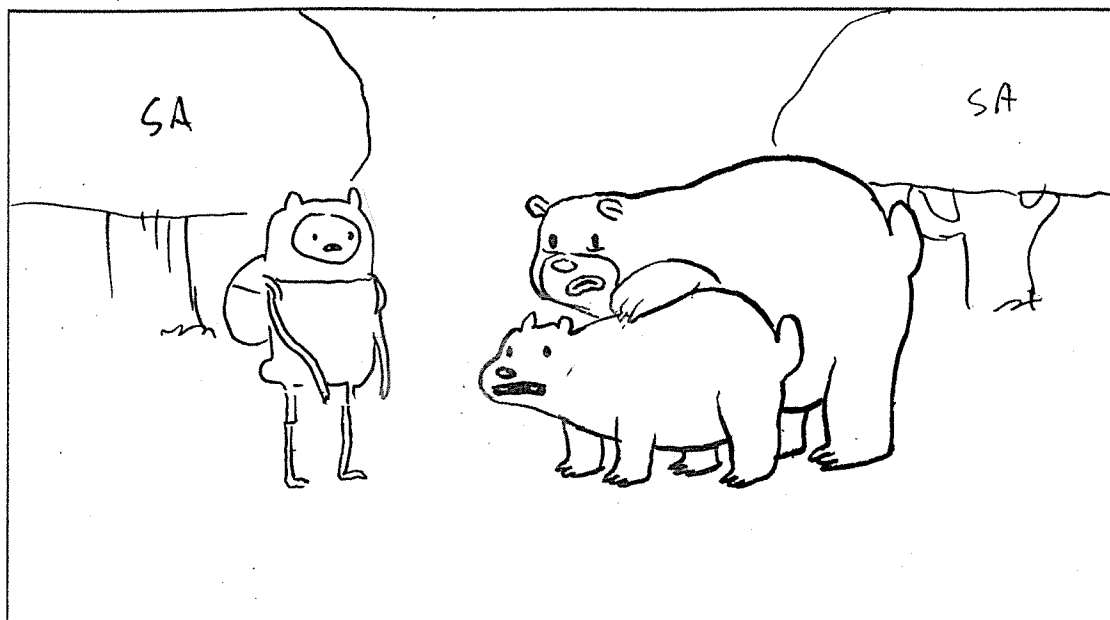
Sc.

92

Pnl. D

Bg.

day night



Dialog:

**FINN:** Someone's gotta fight someone here -  
I don't care if it's

**FINN:** him or

Action:

Timing:

100230

EPISODE #

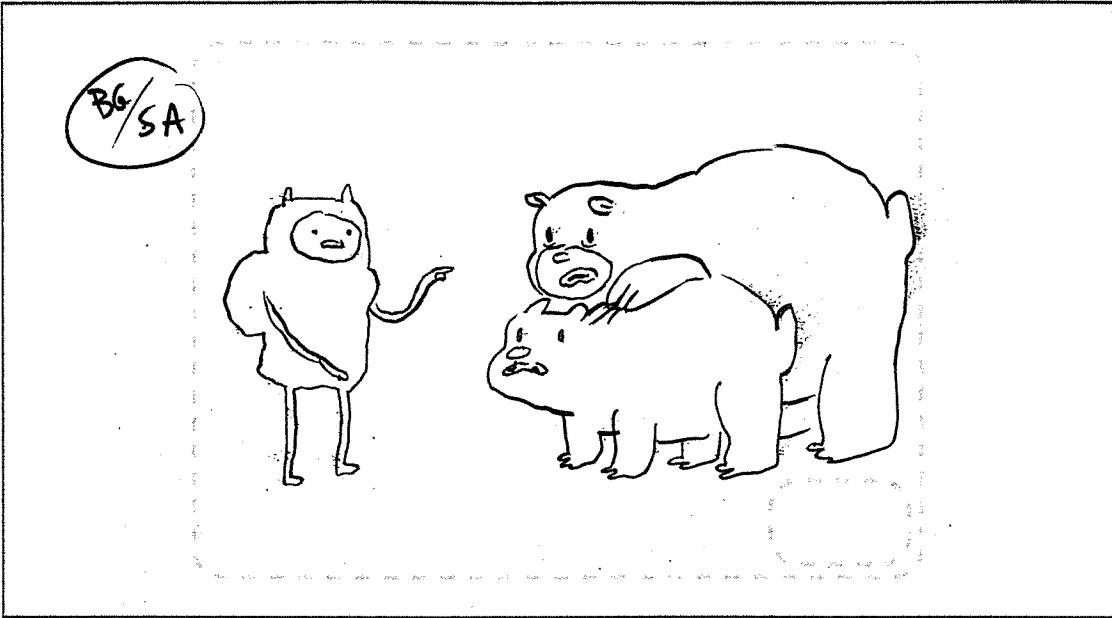
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

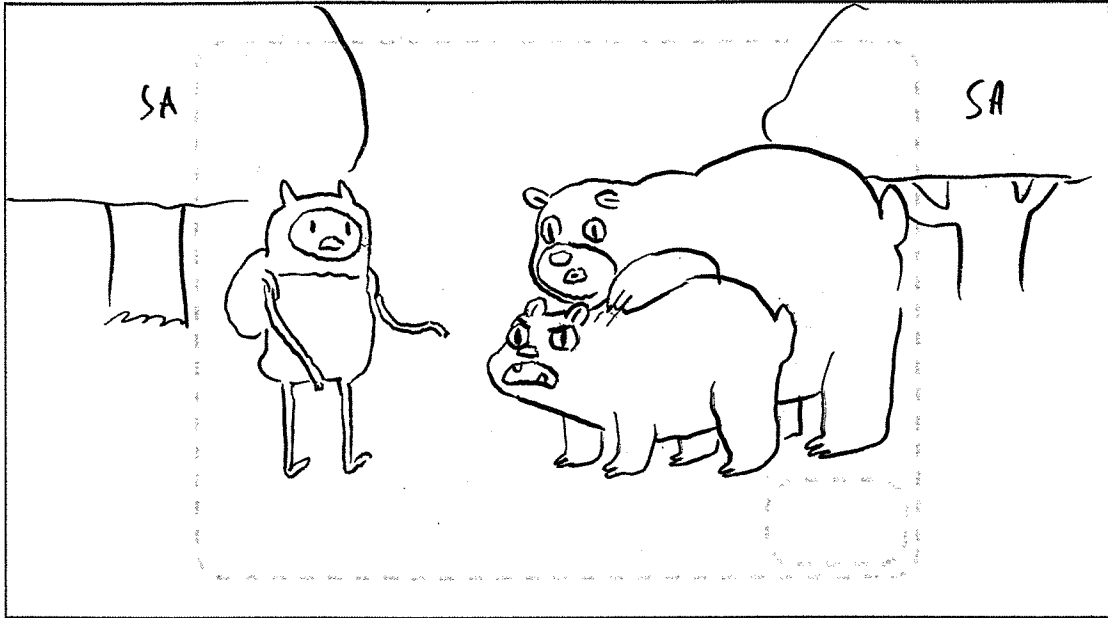
ADVENTURE TIME



Sc. 92 Pnl. C Bg. day night



Sc. 92 Pnl. D Bg. day night



Dialog:	<p><b>FINN:</b> you or-</p>	<p><b>BEAR:</b> NO!! I WANNA DO THIS!</p>
Action:		
Timing:		

EPISODE #

100230

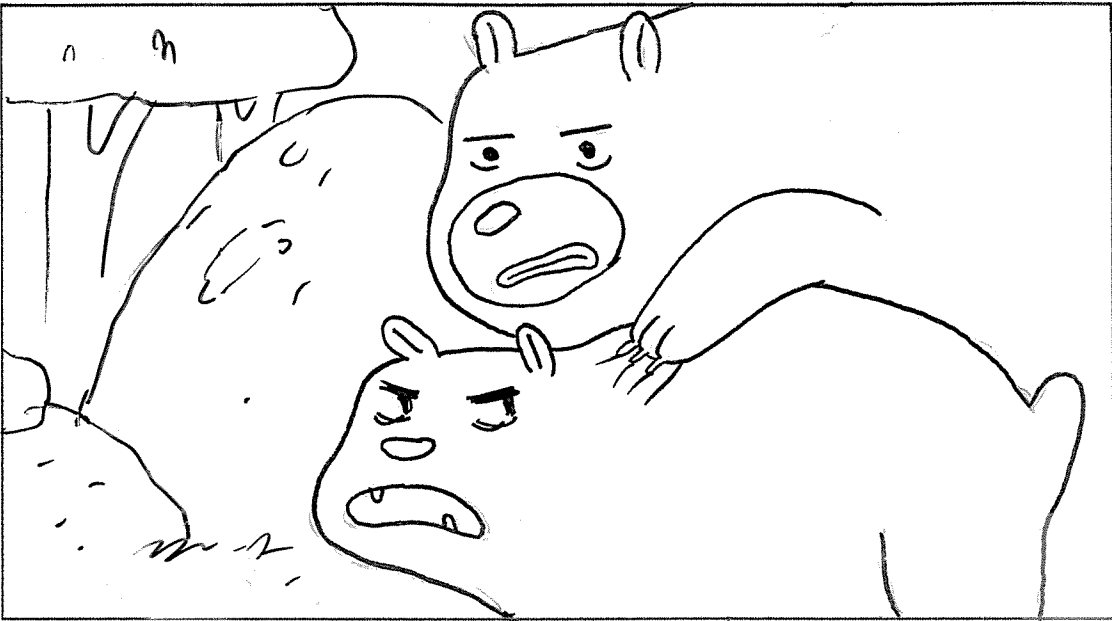
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

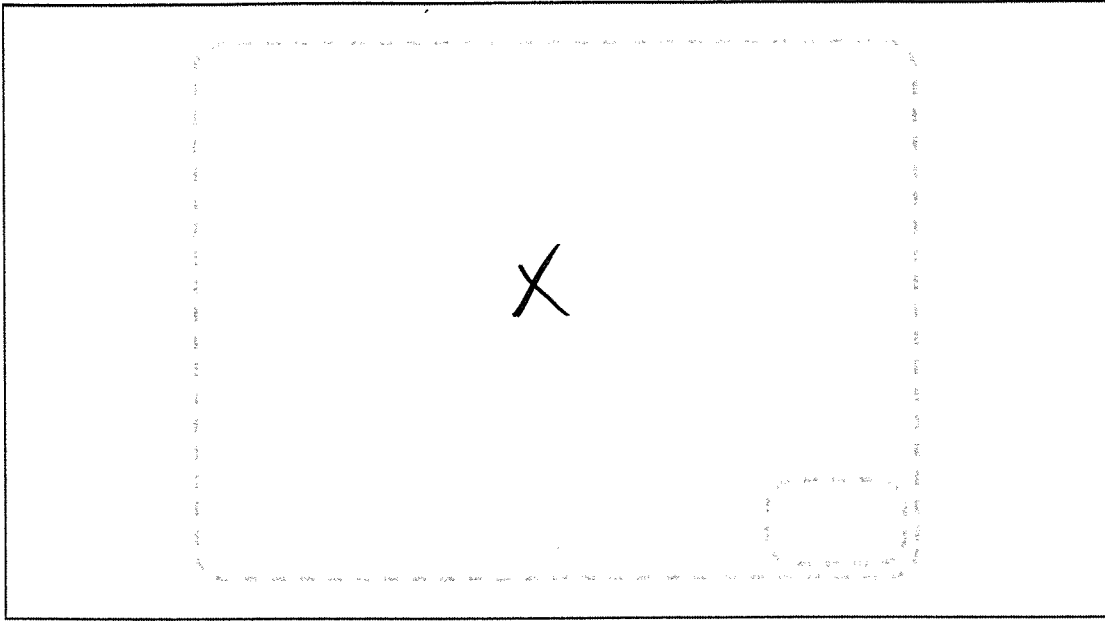
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
BEAR: YOU NEVER LET ME DO ANYTHING!
Action:
Timing:

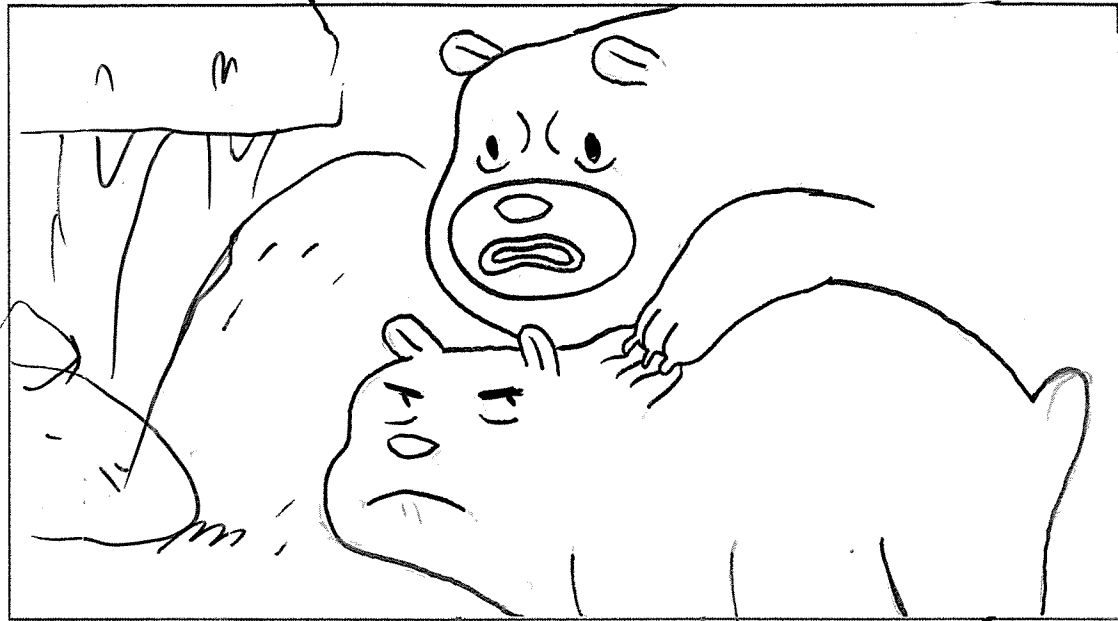
41  
EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

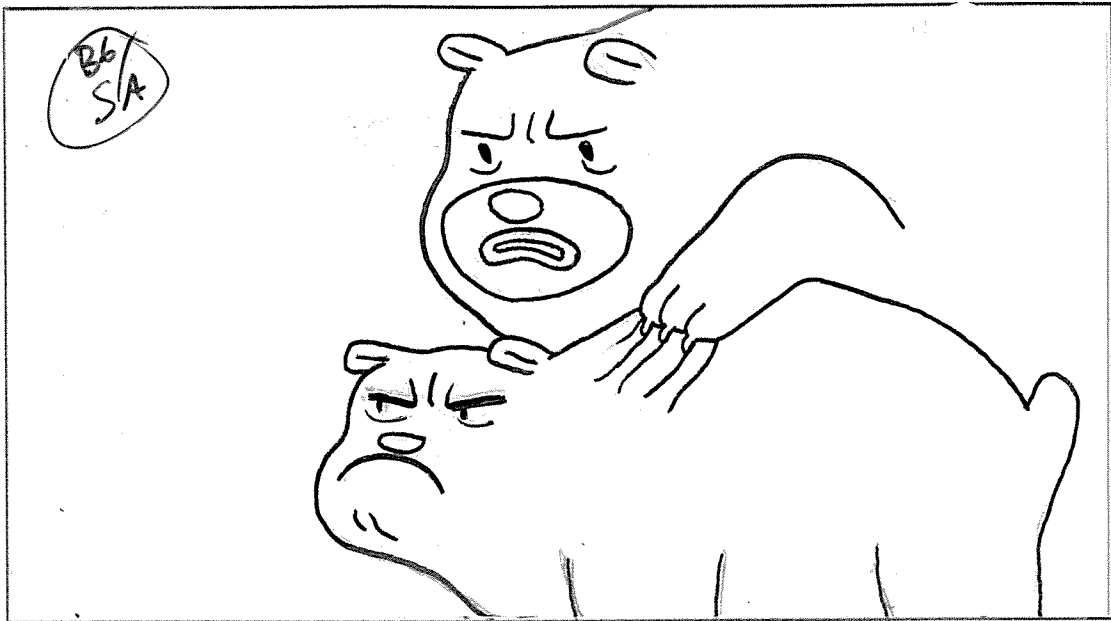
ADVENTURE TIME



Sc. 93 Pnl. B Bg. day night



Sc. 93 Pnl. C Bg. day night



Dialog:
<p>MAMA: That's cuz everything you wanna do is <u>NUTS</u>!</p>
<p>MAMA: I <u>SHOULD</u> let you, so you finally learn!</p>
Action:
Timing:

EPISODE # 100230

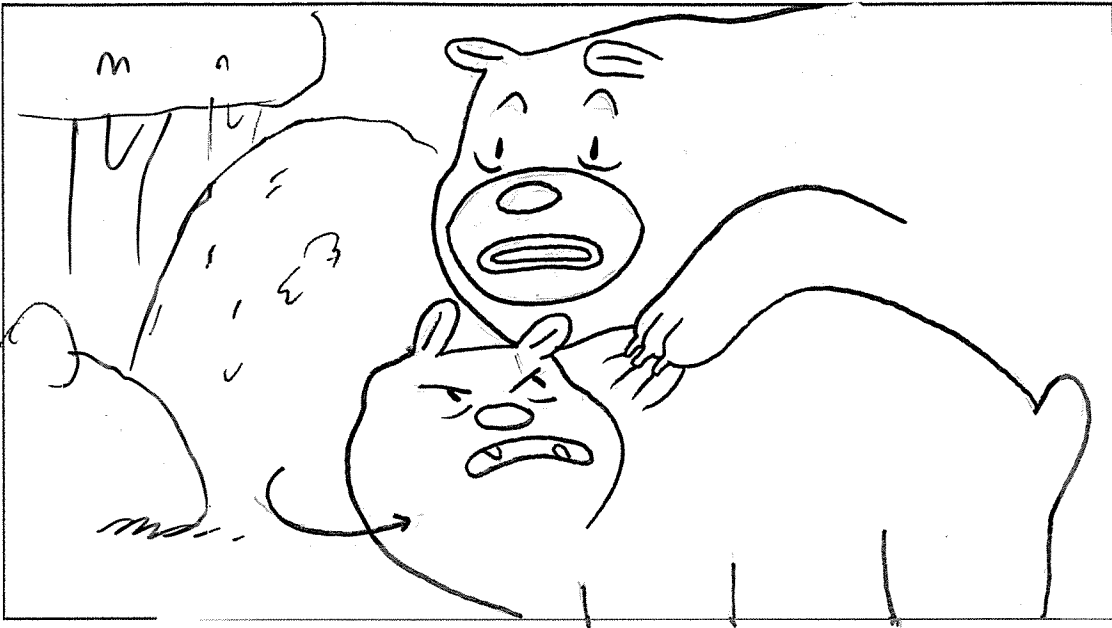
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 116

Sc. 93 Pnl. D Bg. day night



Sc. 93 Pnl. E Bg. day night



Dialog:	<p>BEAR: Yeah, you're right - you SHOULD let me.</p> <p>MAMA: WHAT!? Oh - heck NO!</p>
Action:	
Timing:	

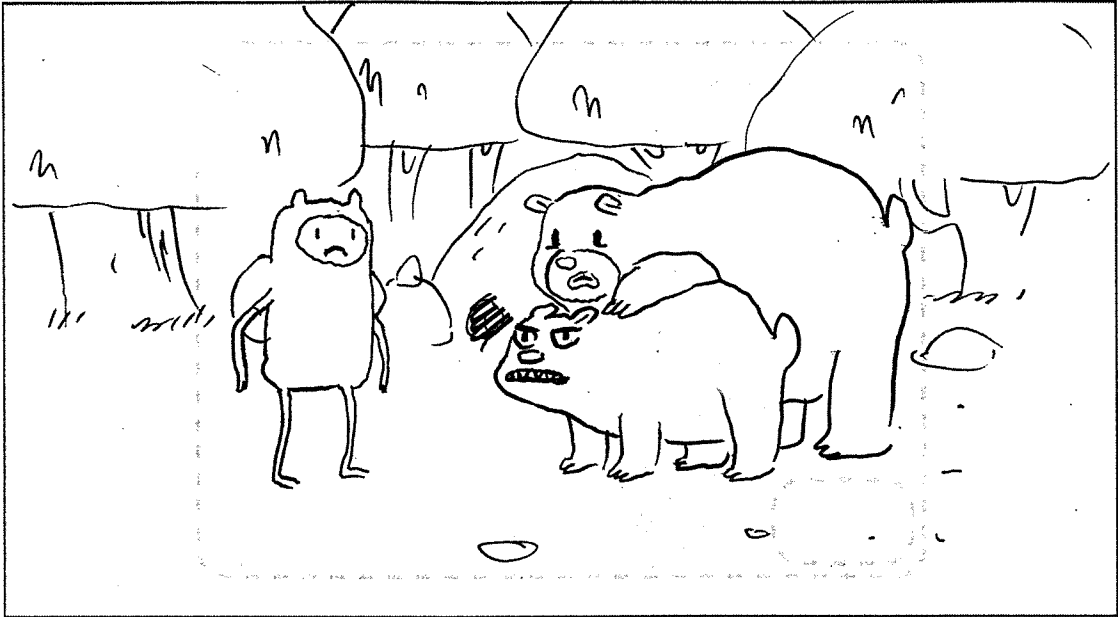
EPISODE # 100230 43

Production :

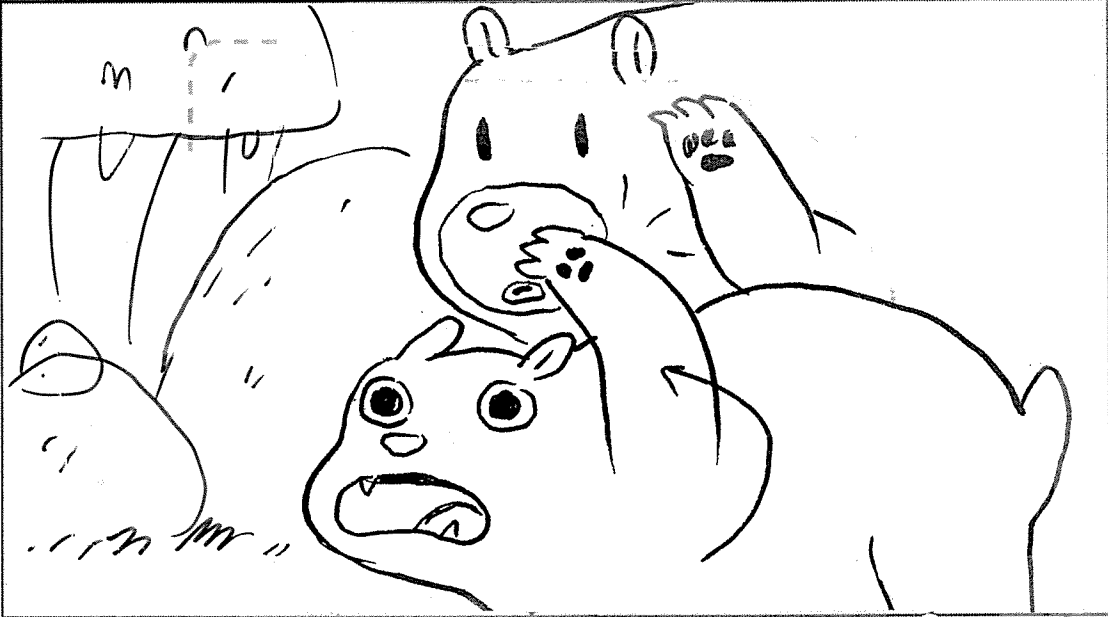
ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

BEAR: GRRR...

BEAR: YAAAH!!

Action:

bear slaps mother's hand away

Timing:

44  
EPISODE # 100230  
Production :

ADVENTURE TIME



Sc. 96 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:  
bear gets ready to pounce

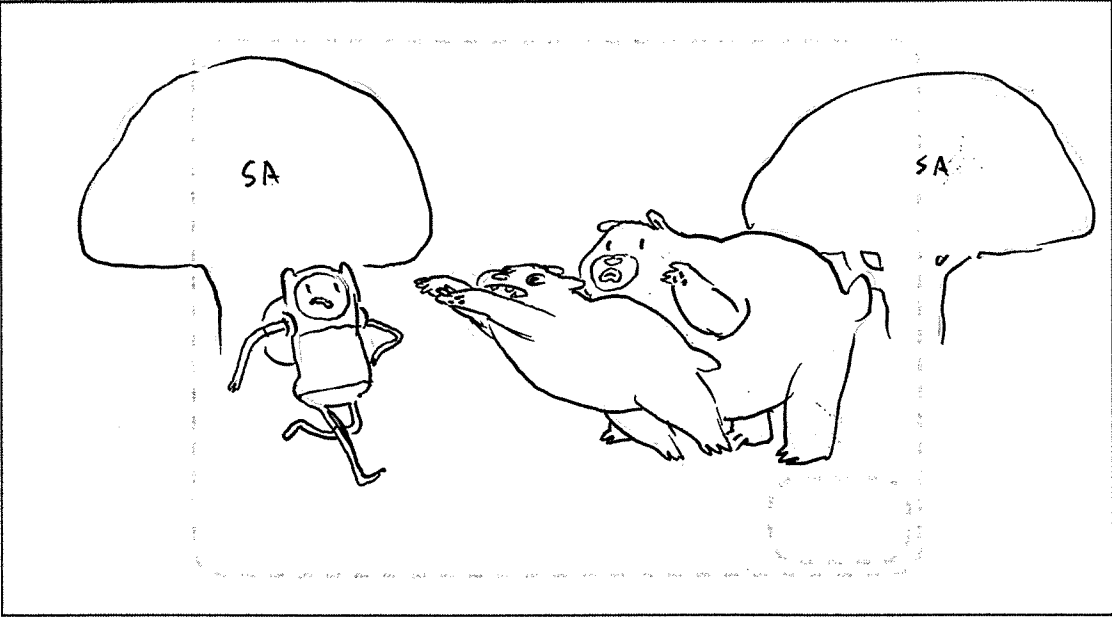
Timing:

EPISODE # 100244A  
Production :

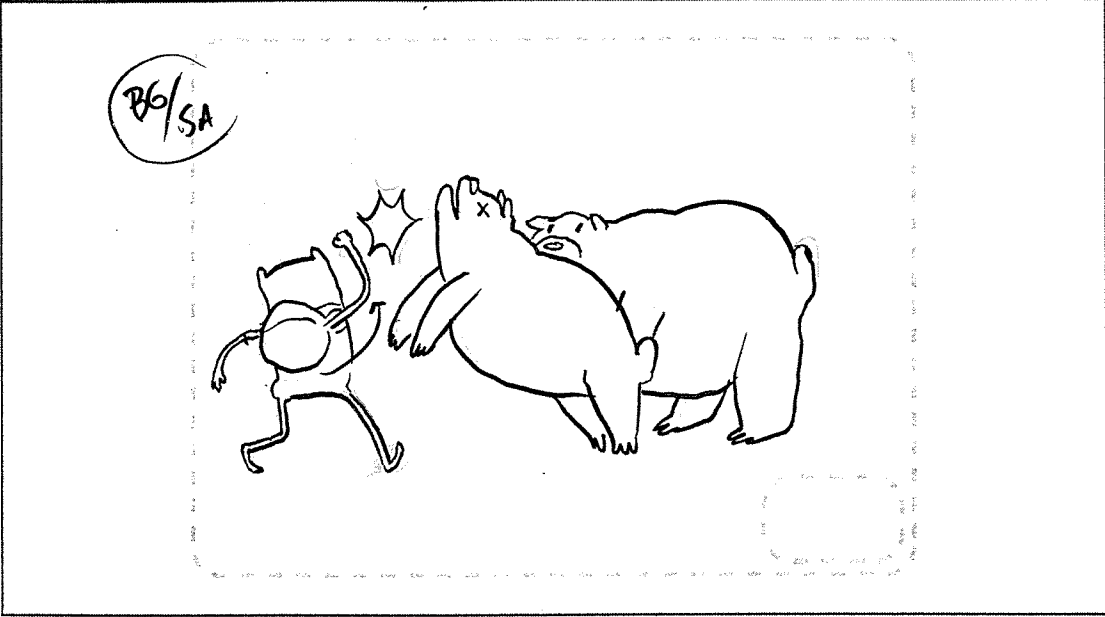
ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night



Sc. 96 Pnl. C Bg. day night



Dialog:

BEAR: RRRRGH!

FINN: UGH!

Action:

Bear pounces at Finn, Finn steps back

Timing:

EPISODE # 100230

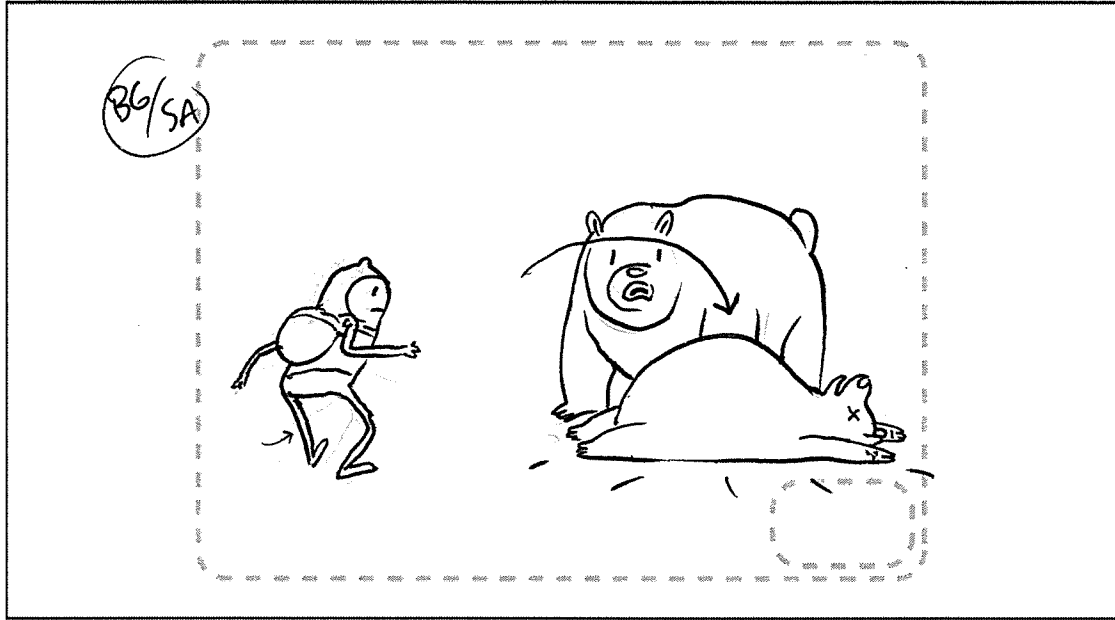
Production :



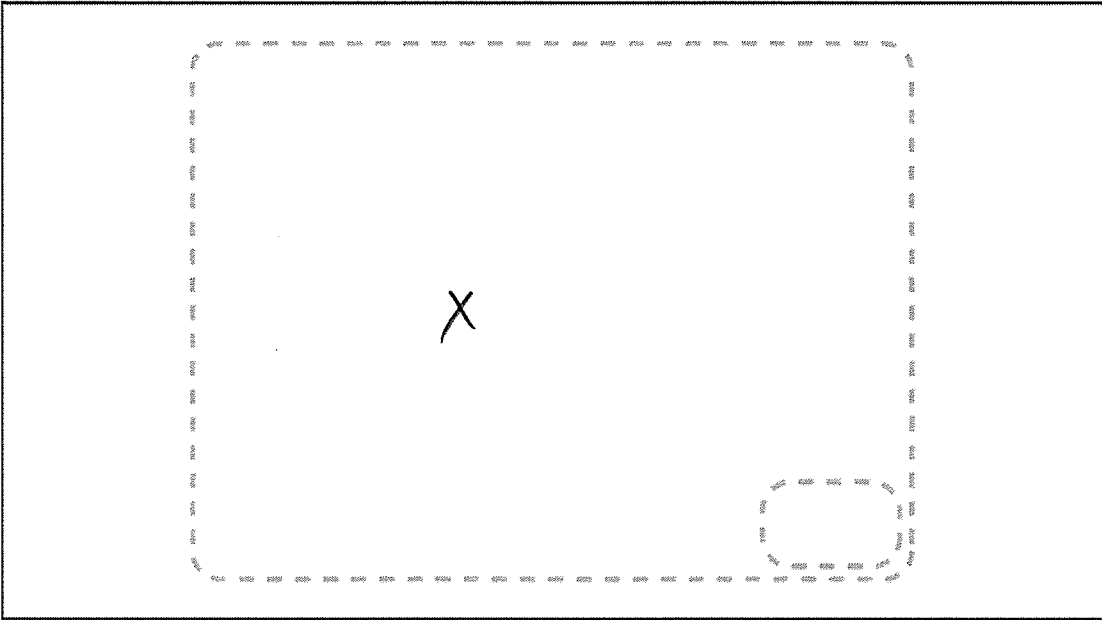
ADVENTURE TIME



Sc. 96 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

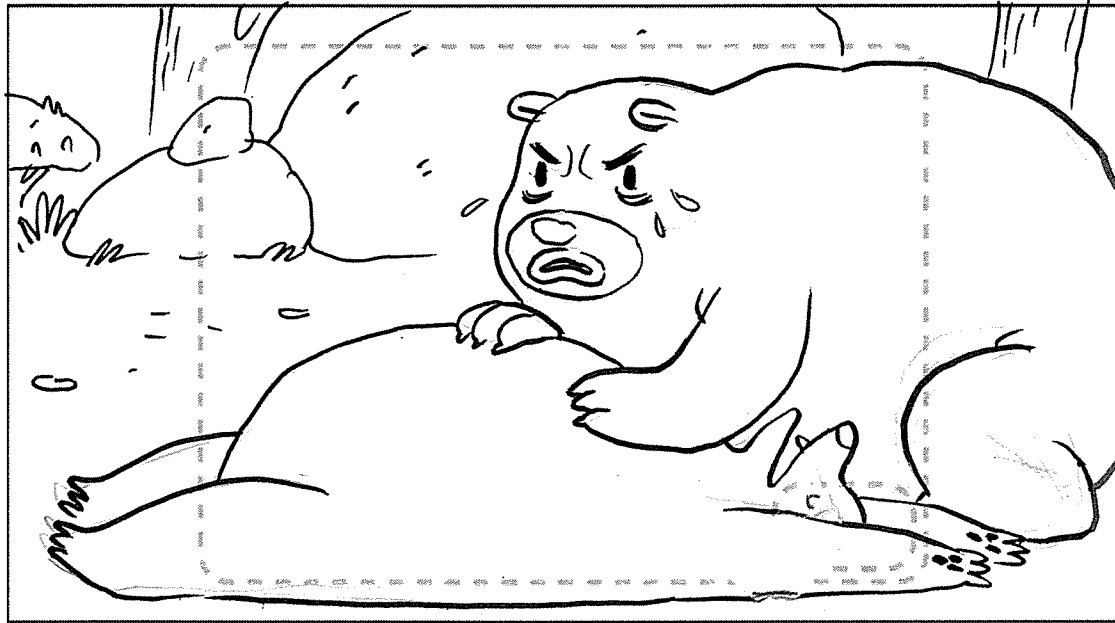
Production : EPISODE # 100230

46

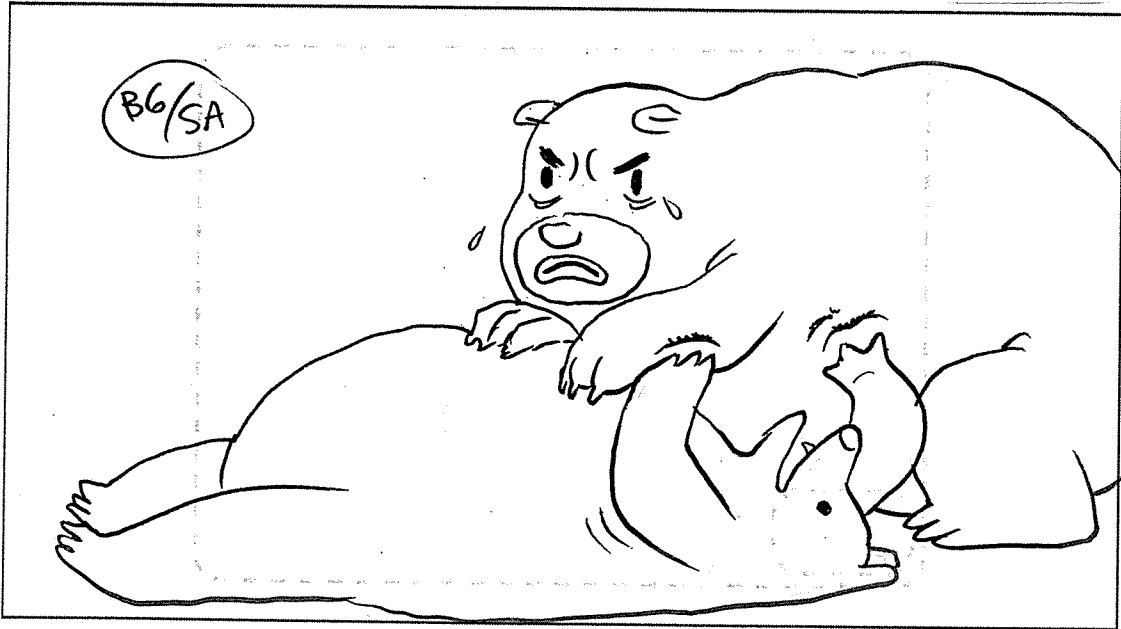
ADVENTURE TIME



Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog:	<p>MAMA: YOU KILLED HIM !!</p> <p>BEAR: MOM! QUIT TOUCHIN' ME !</p>
Action:	<p>BABY BEAR PUSHES AGAINST MAMA'S ARM + STOMACH</p>
Timing:	

EPISODE # 100230 47

# ADVENTURE TIME

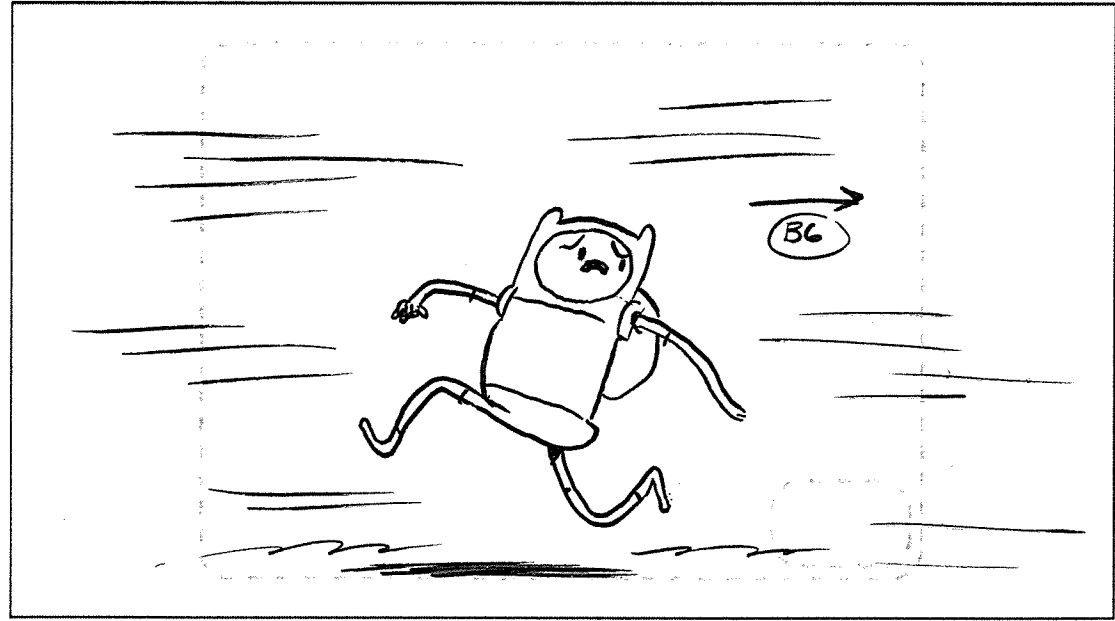


Page 122

Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:

MAMA: YOU KILLED HIM AND NOW HE'S DEAD!

FINN: SORRY LADY!.... IT'S FOR A GOOD CAUSE!

Action:

MAMA'S left arm is still being pushed by Baby BEAR O.S.

Timing:

EPISODE #

100230

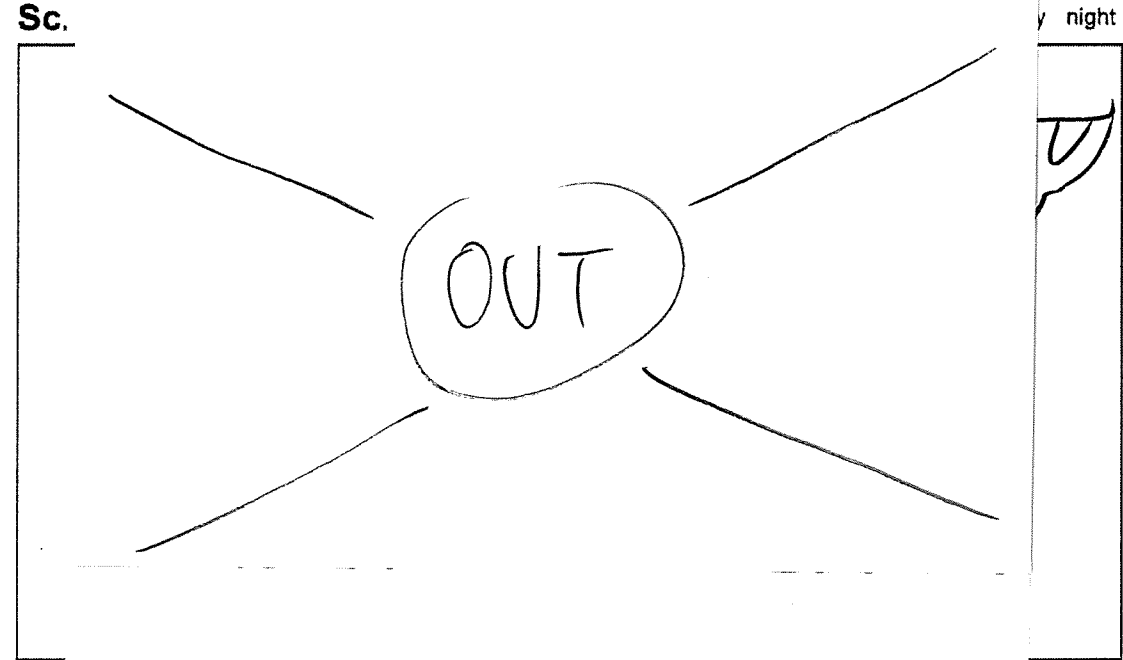
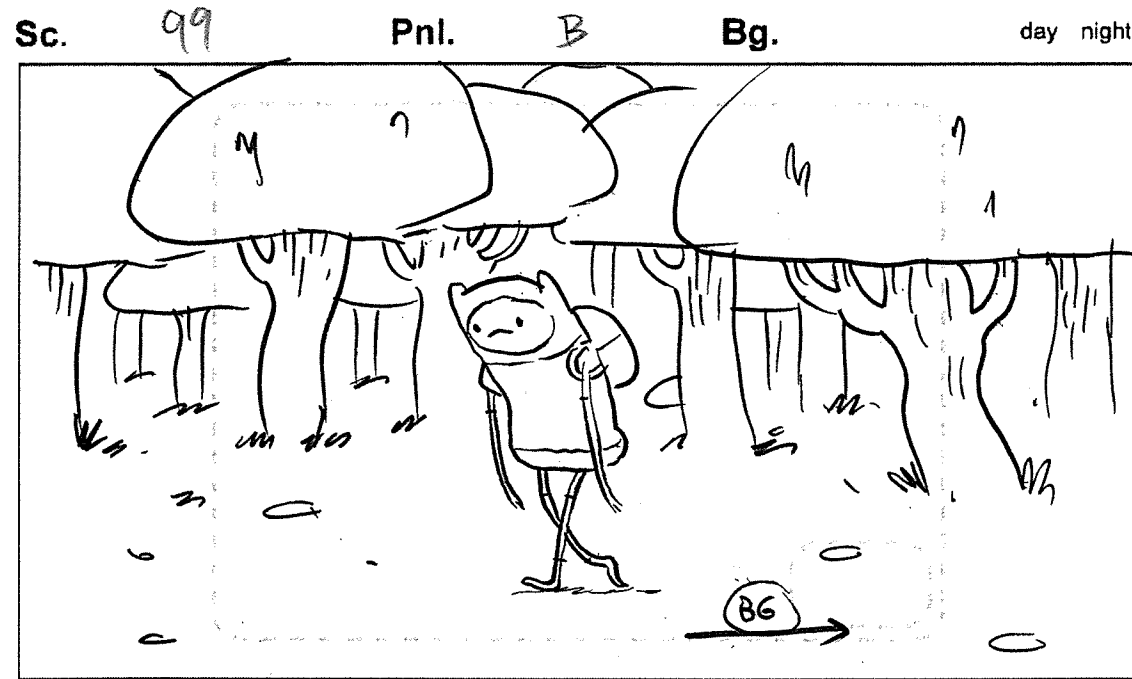
48

Production :

# ADVENTURE TIME



Page 123



Dialog:

FINN: Man... these animals are bananas...

Action:

- FINN SLOWS TO A WALK
- BG SLOWS TO NORMAL PAN

Timing:

EPISODE # 100230

Production :

49

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



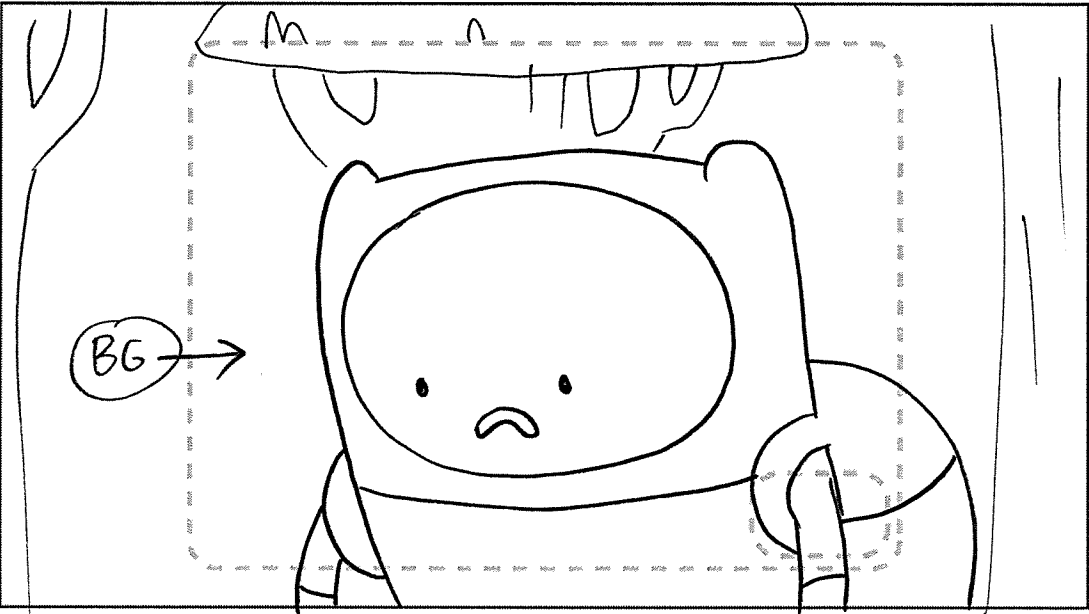
Page 123A

Sc. 100

Pnl. A

Bg.

day night

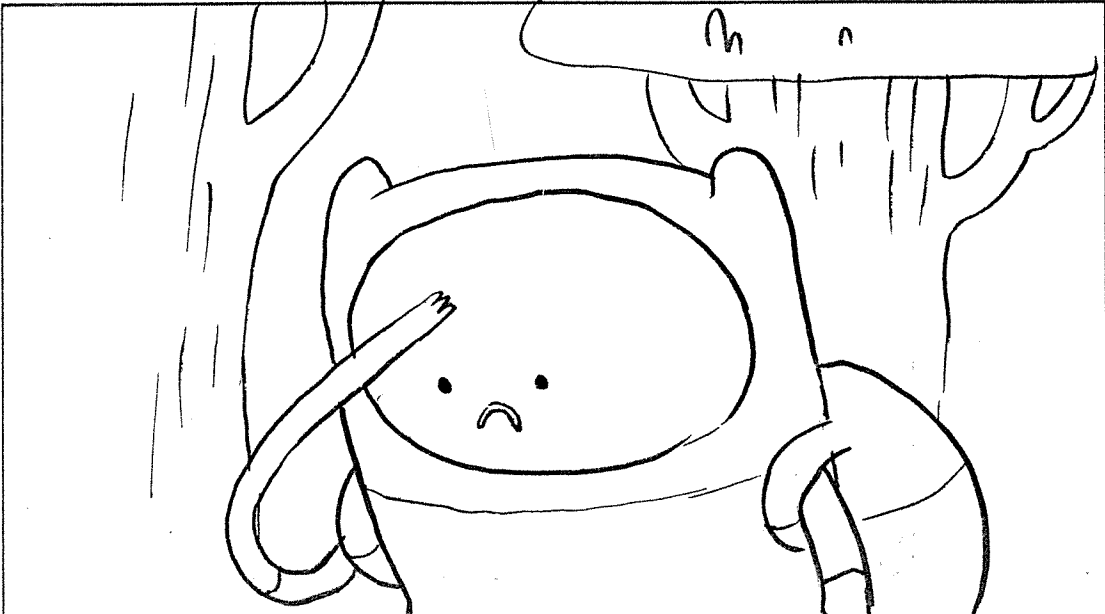


Sc. 100

Pnl. B

Bg.

day night



Dialog:

(F:) They need my help-

(F:) not my messin' with them

Action:

BG PAN STOPS

Timing:

EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



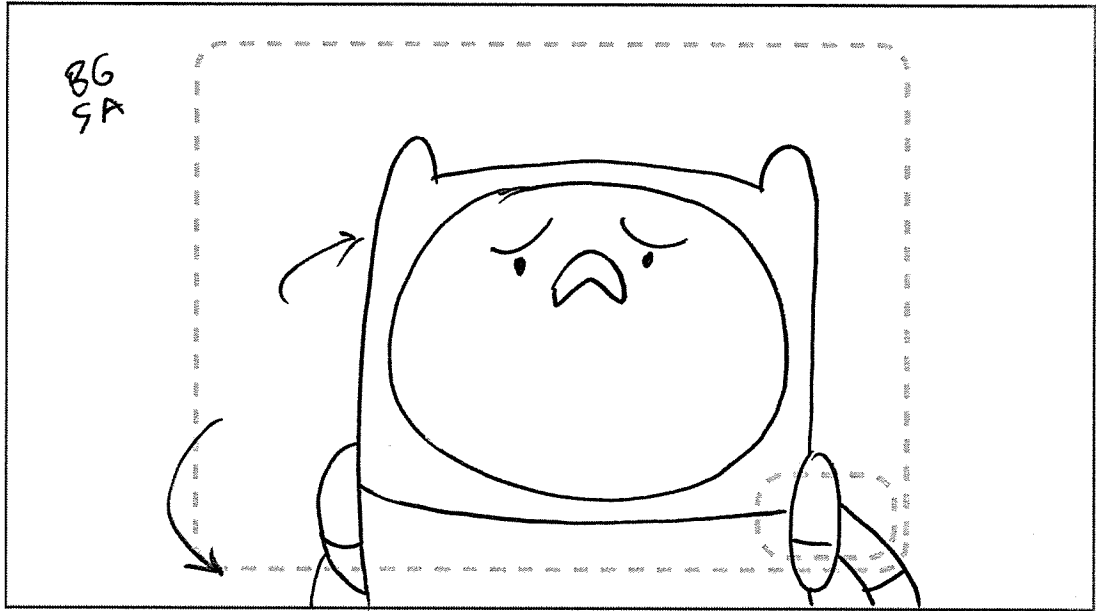
Page 123B

Sc. 100

Pnl. C

Bg.

day night

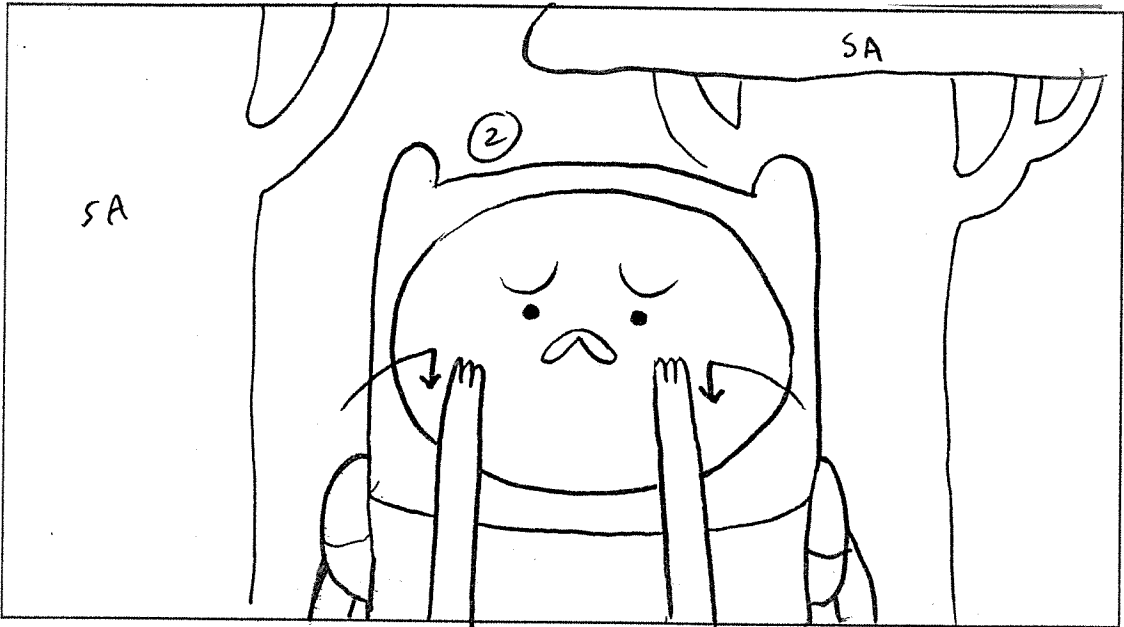


Sc. 100

Pnl. D

Bg.

day night



Dialog:

(F:) BUT JAKE'S REALLY SICK!

(F:) I gotta keep going!

Action:

Timing:

EPISODE #

Production :

100230

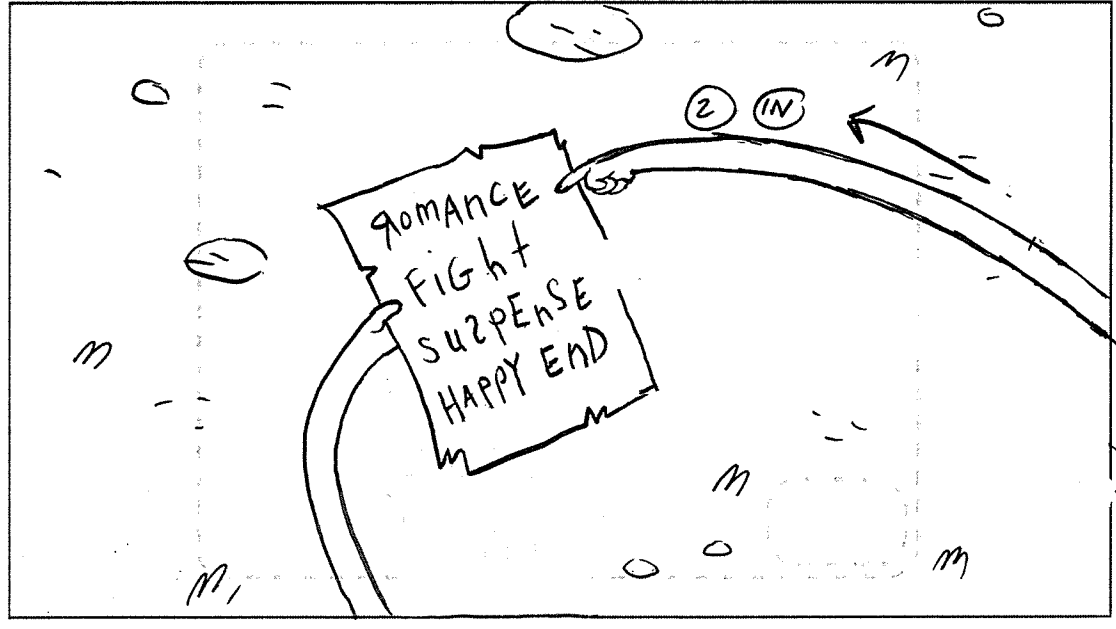
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 101 Pnl. B Bg. day night



Dialog:	(FINN:) alright, alright	
Action:	RAISES LIST	
Timing:		

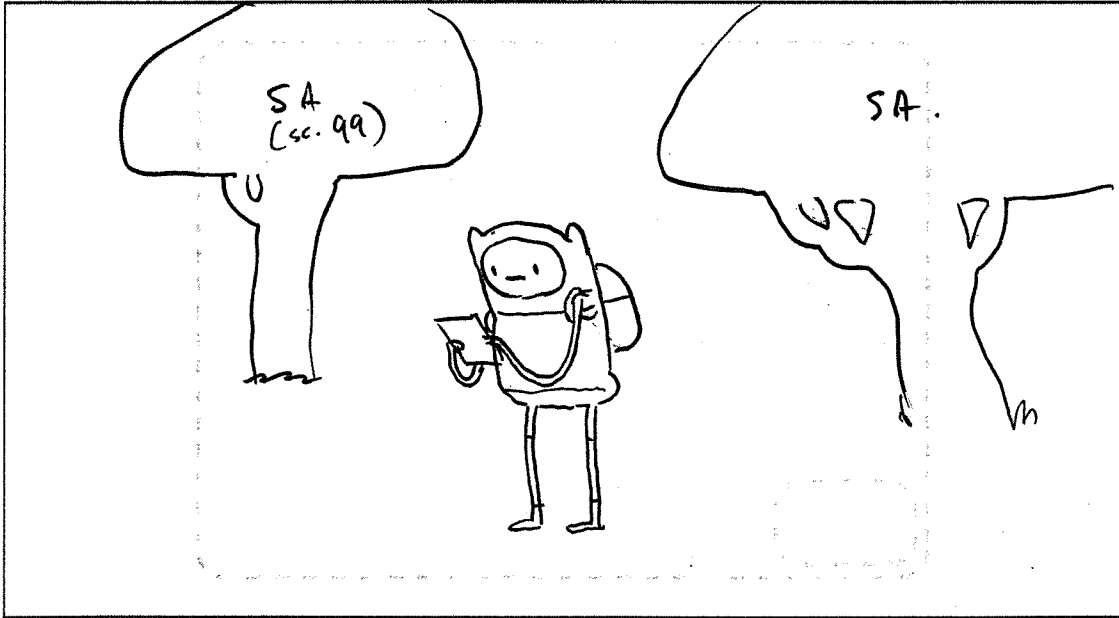
EPISODE # 100230

Production :

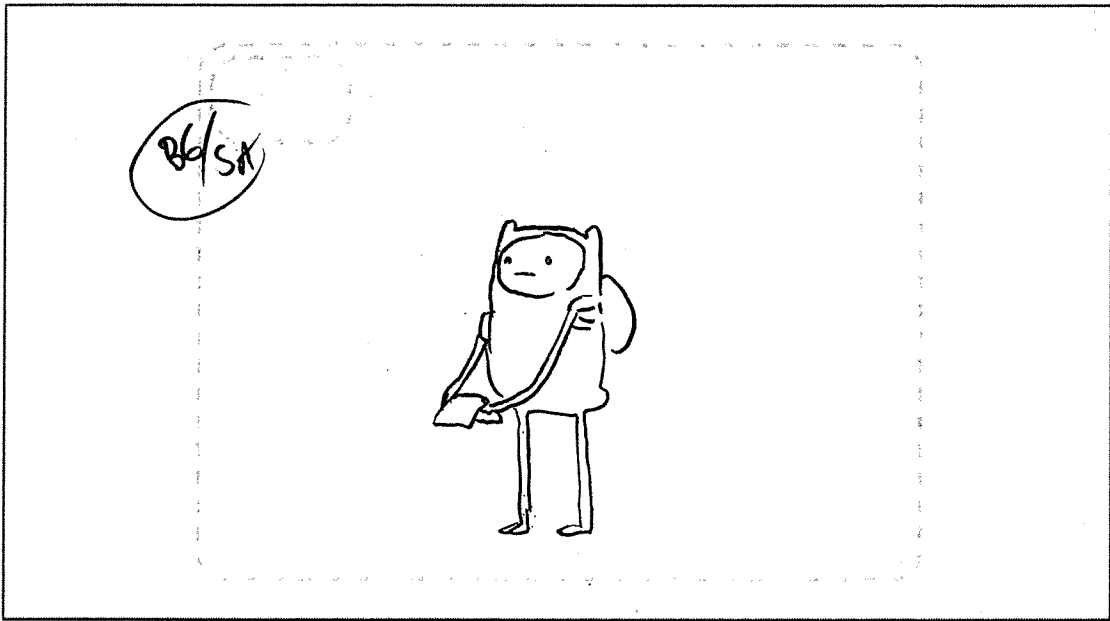
ADVENTURE TIME



Sc. 102 Pnl. A Bg. day night



Sc. 102 Pnl. B Bg. day night



Dialog:	(F:) um - "suspense"... okay, let's see
Action:	Finn looks forward
Timing:	

EPISODE # 100230

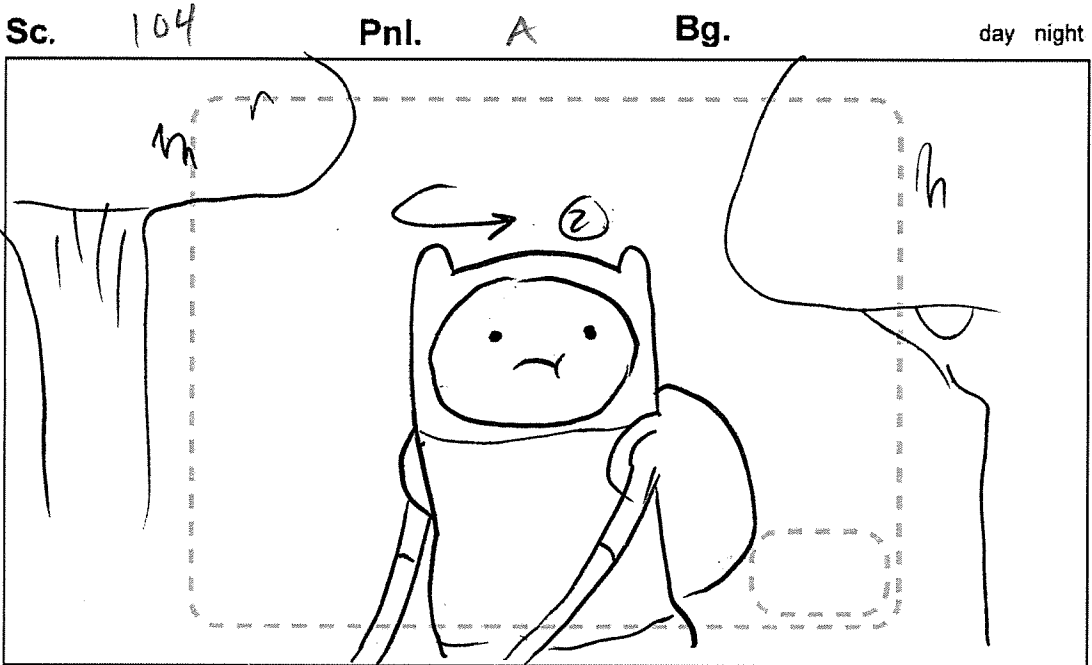
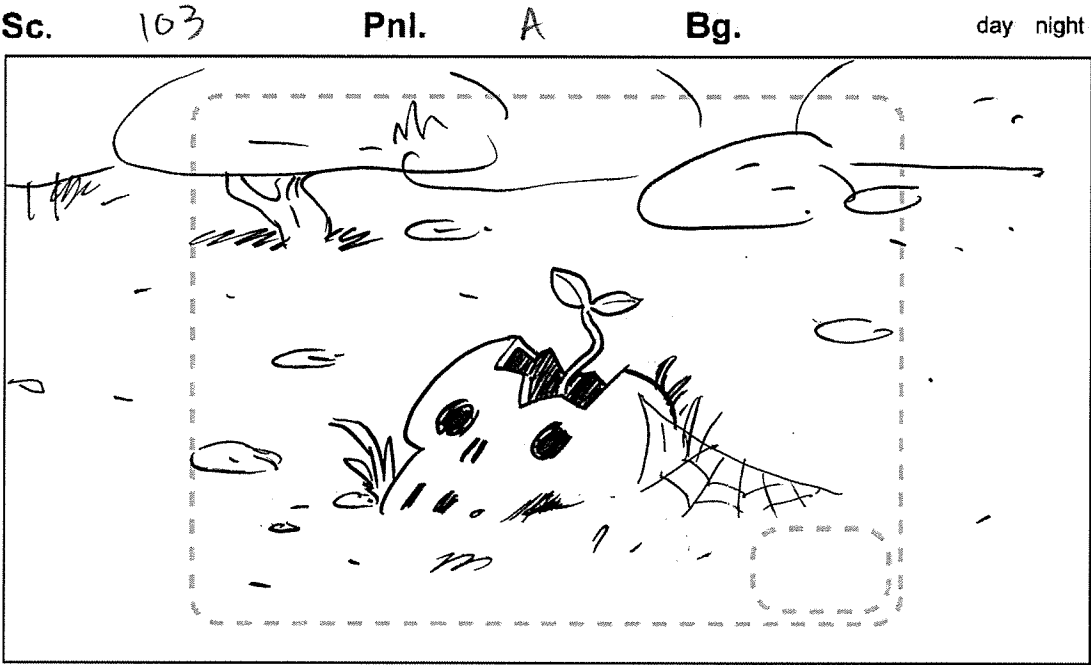
51

Production :



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

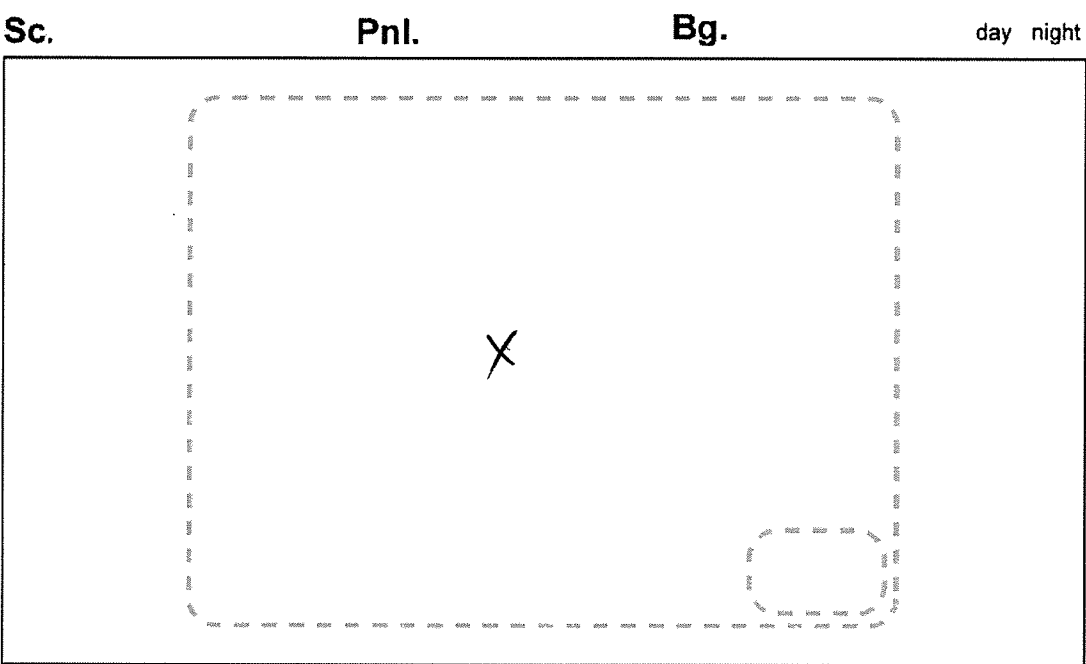
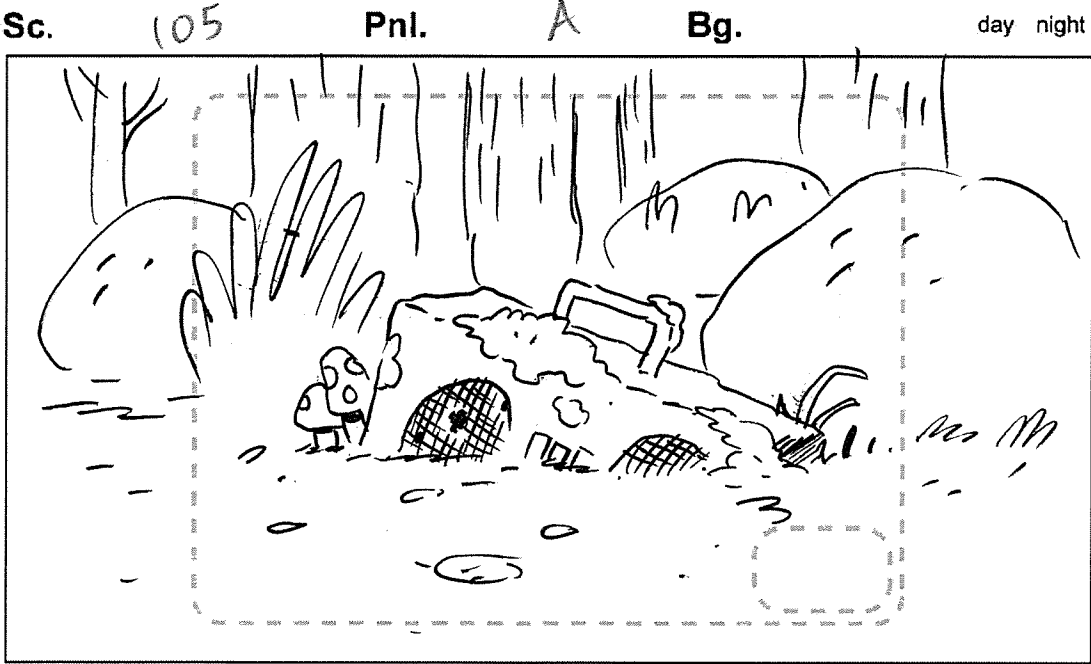


EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

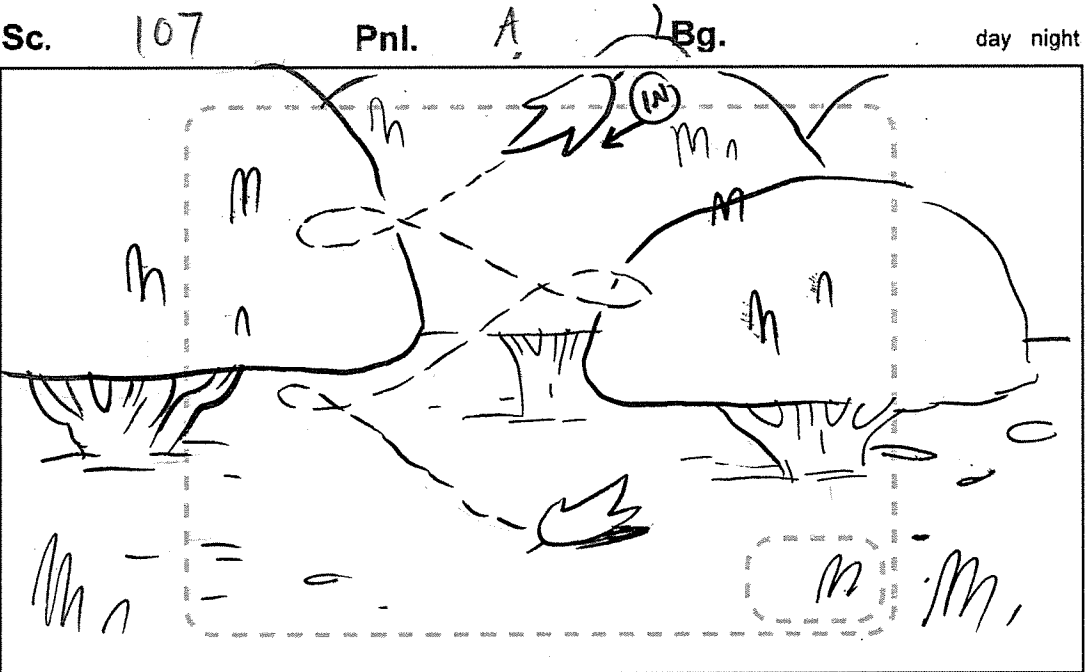
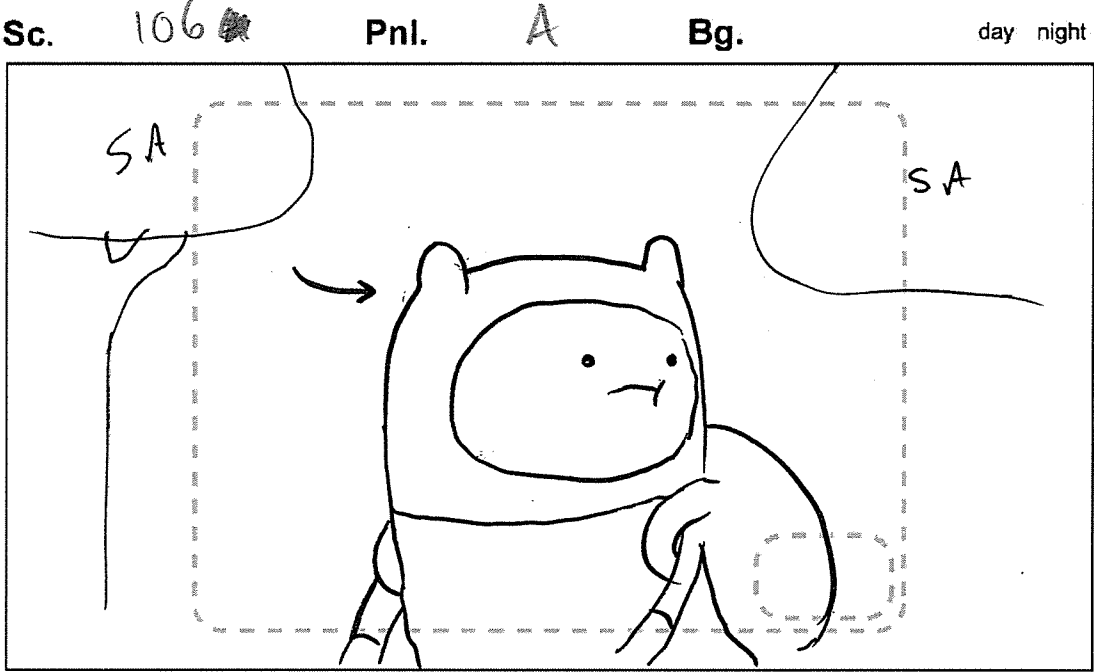


Dialog:
Action:
Timing:

Production :  
EPISODE # 100230

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

Production :  
EPISODE # 100230  
54

ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night

Sc. 108 Pnl. B Bg. day night

Dialog:

BABY BIRDS (O.S.): Tweet tweet

Action:

Timing:

EPISODE # 100230 35

Production :

# ADVENTURE TIME

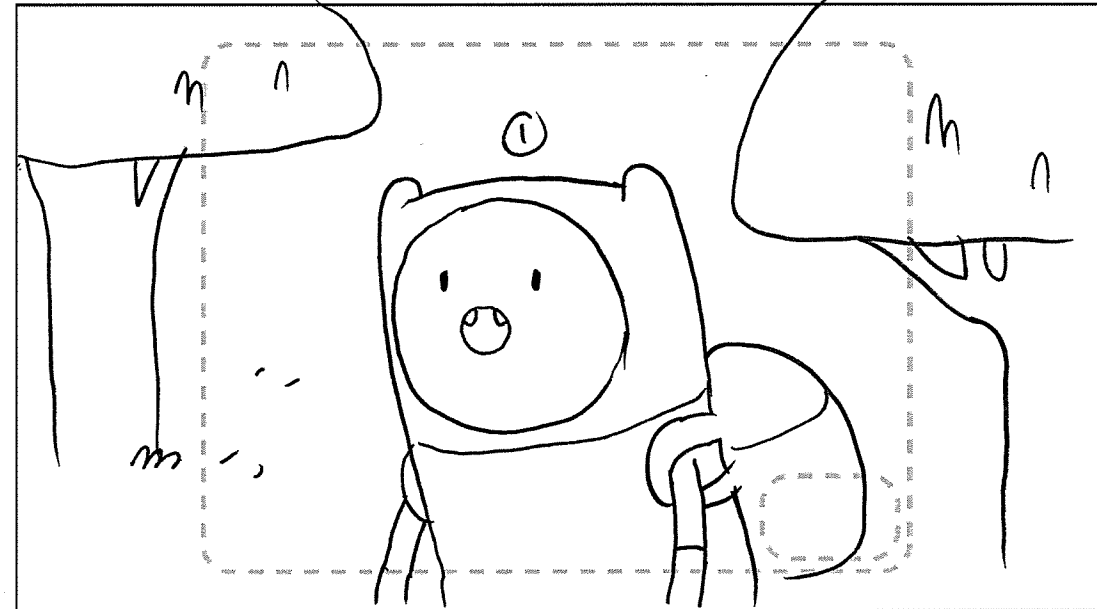


Page 130

Sc. 109 Pnl. A Bg. day night



Sc. 110 Pnl. A Bg. day night

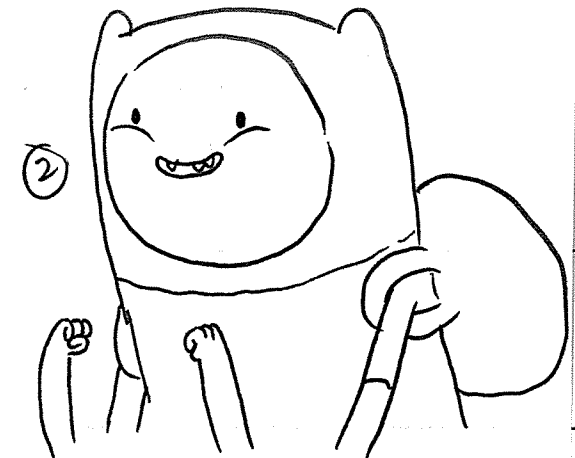


Dialog:

FINN: ① = GASP :  
② (whisper): suspensssse

Action:

Timing:



100230

56

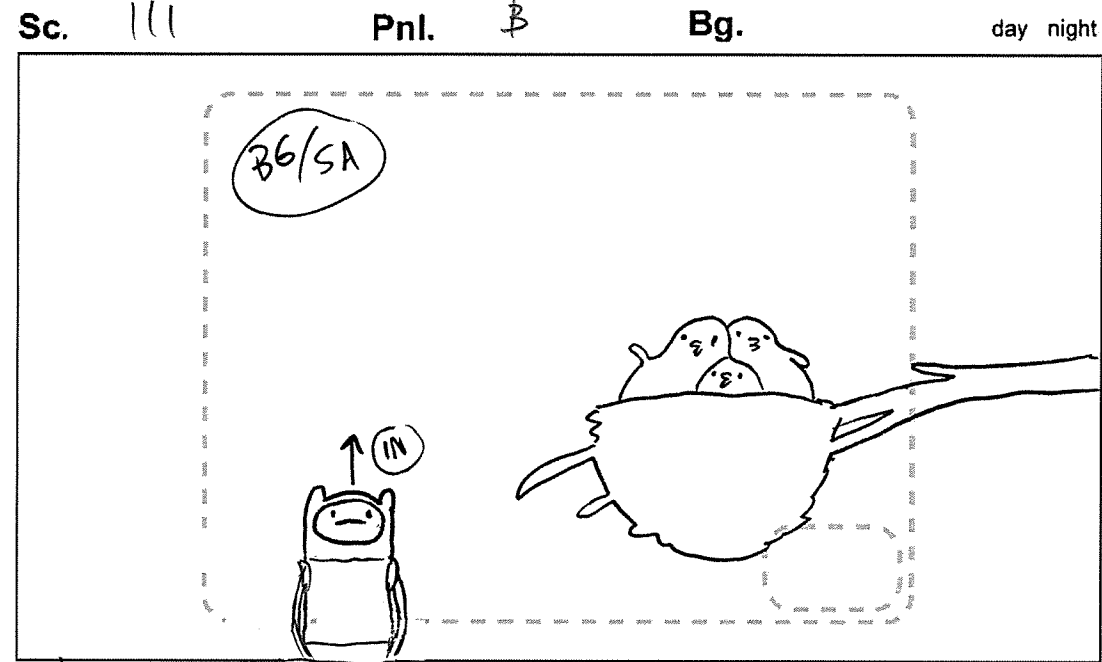
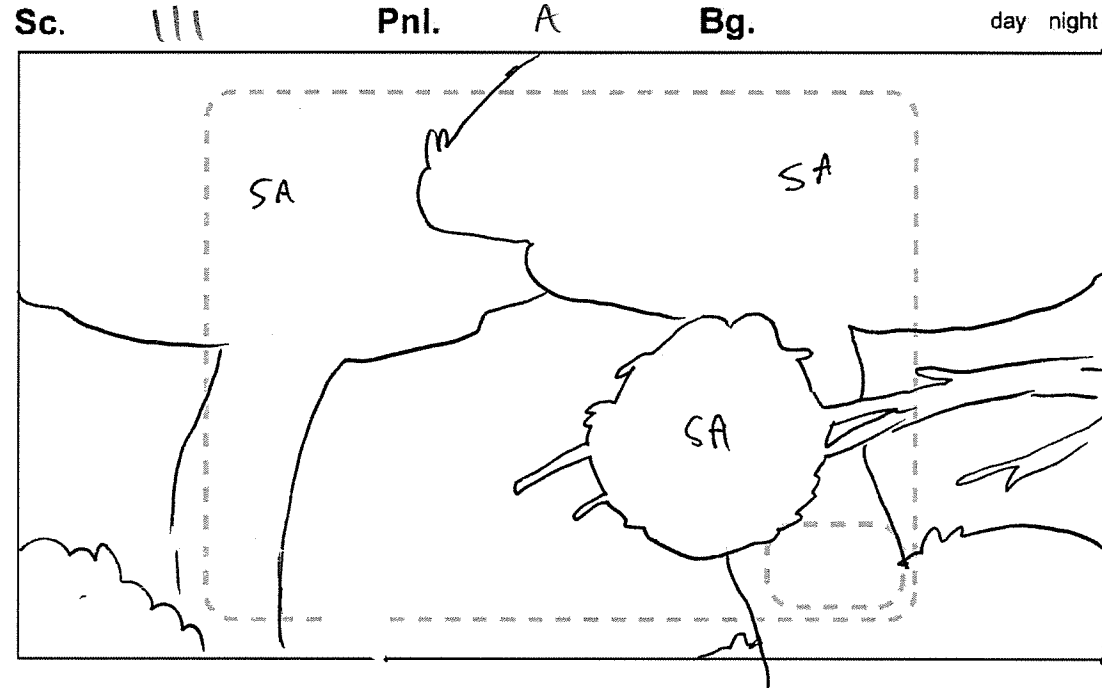
EPISODE #

Production :

# ADVENTURE TIME



Page 131



Dialog:

BIRDS: tweet tweet walls

BIRDS tweet tweet walls

Action:

FINN RISES UP SLOWLY, BREATHING HEAVY

Timing:

EPISODE # 100230

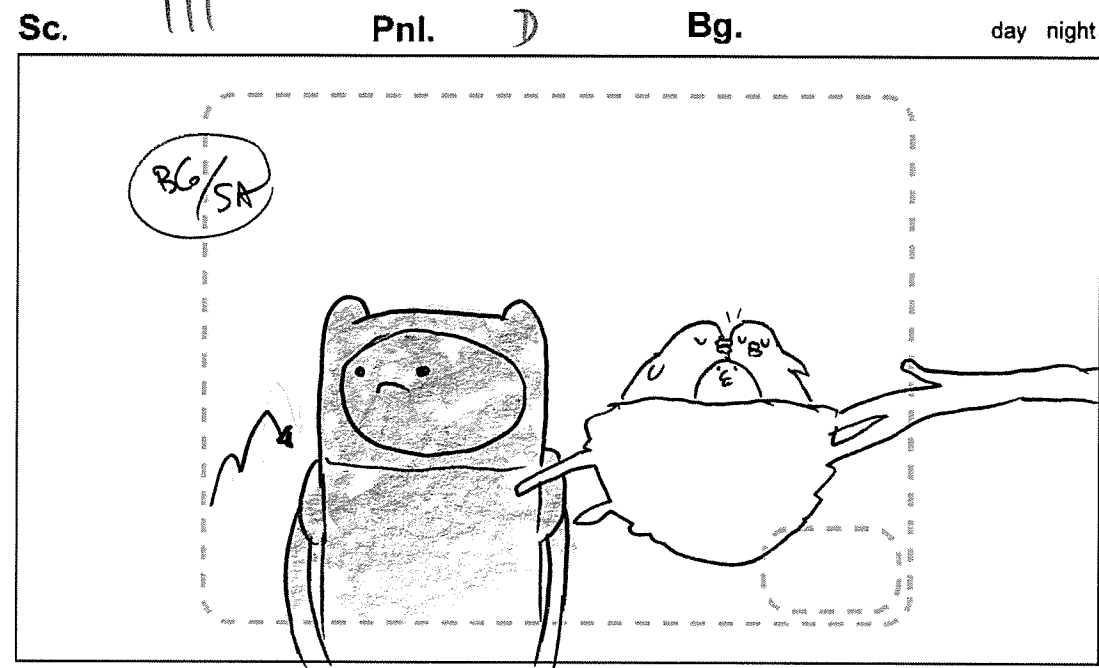
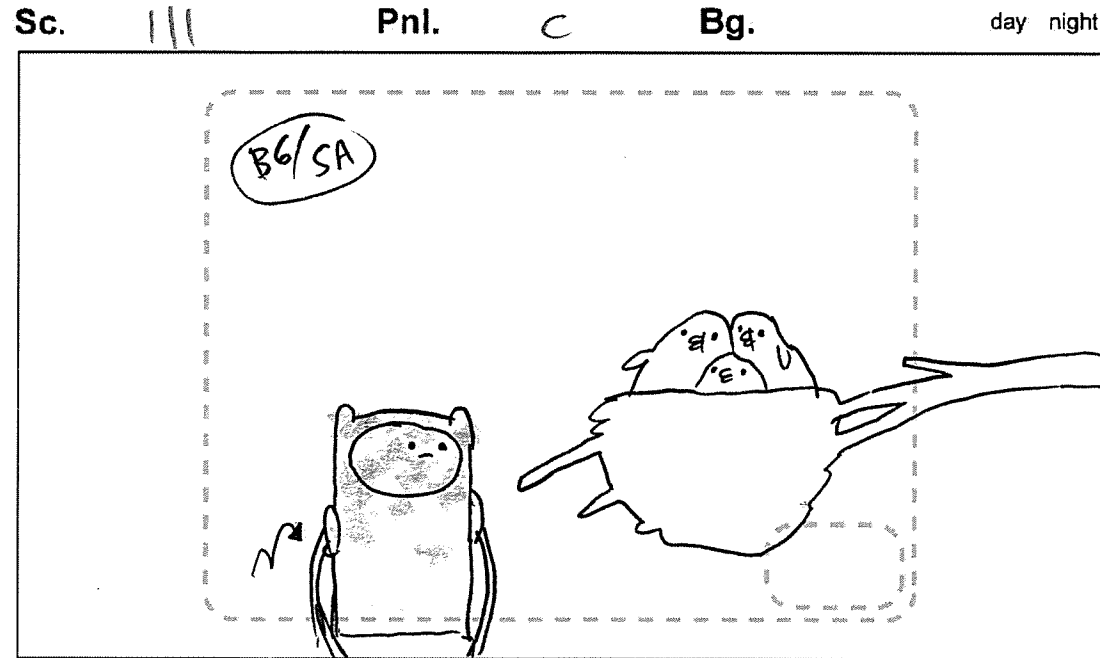
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 132



Dialog:

(BIRDS:) tweet wallo

(BIRDS:) tweet wallo

Action:

- FINN ~~sneaks~~ sneaks forward, breathing heavy -
- He is gradually covered by leaf shadow

Timing:

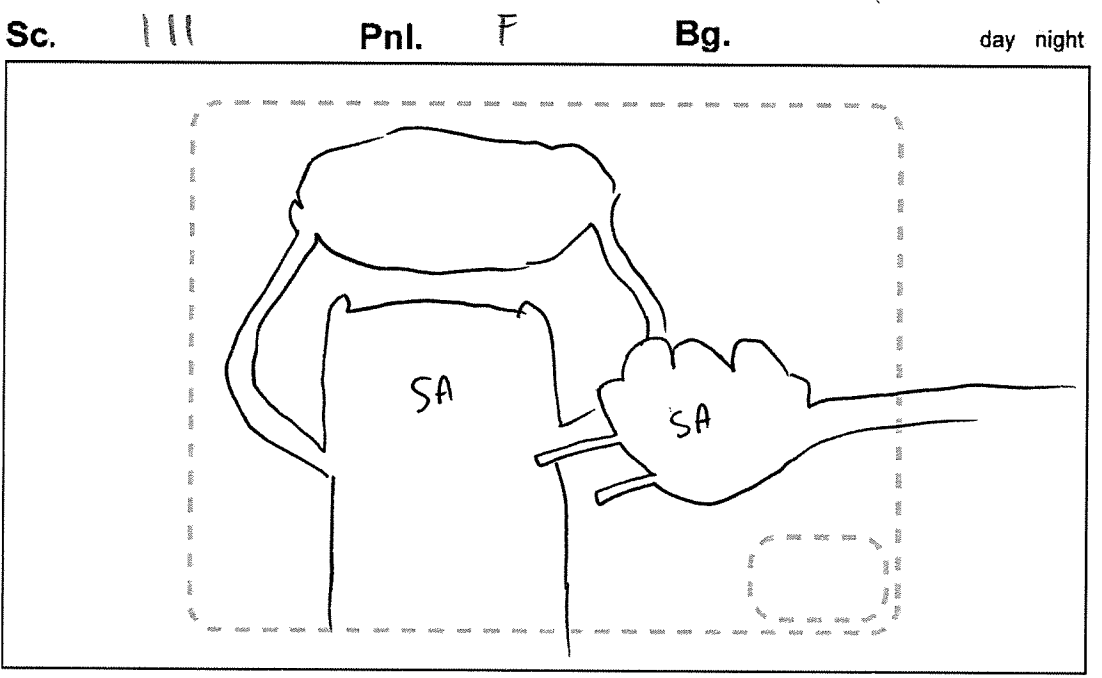
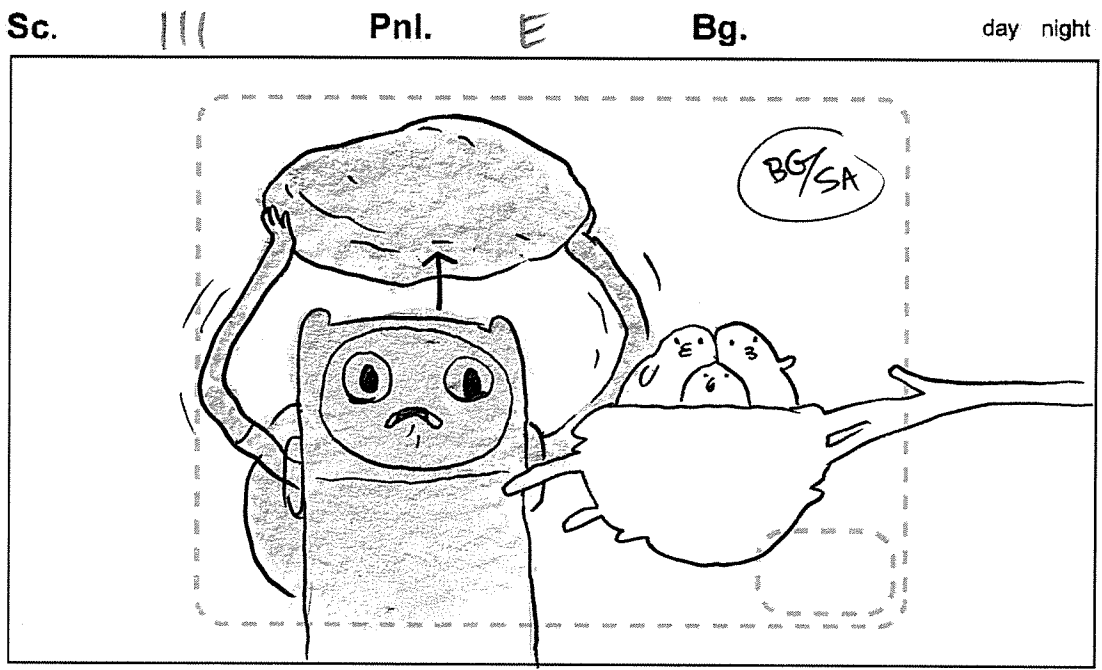
EPISODE # 100230

Production :

58

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>BIRDS: tweet wallo</p> <p>FINN: (whisper): hey... (slightly louder): hey...</p>
Action:	<p>Finn lifts rock and hesitates, breathing heavily.</p> <p>BIRDS: tweet wallo</p>
Timing:	

EPISODE # 100230 S9

Production :

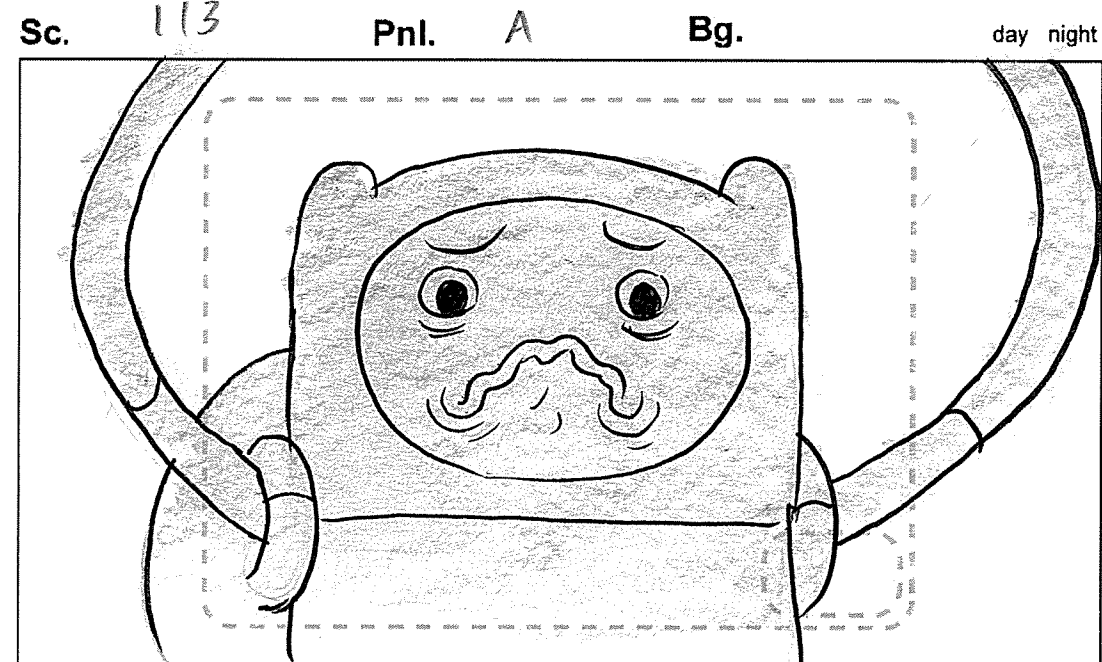
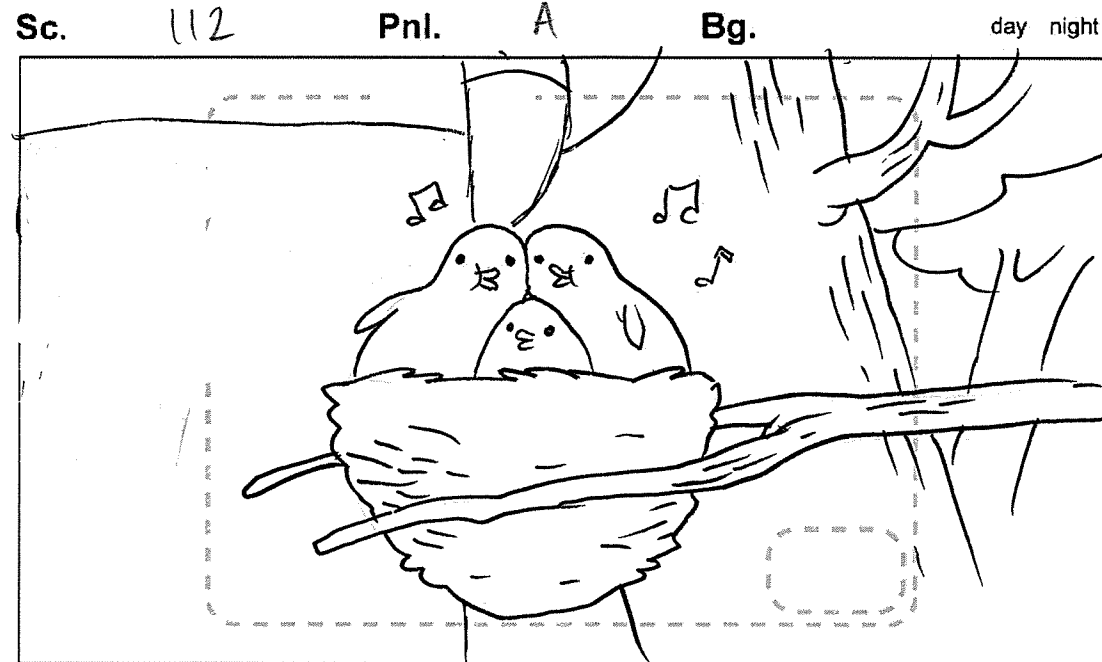


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 134



Dialog:

(BIRDS:) tweet wolla

(F:) :sniffle: whimper :sniff:

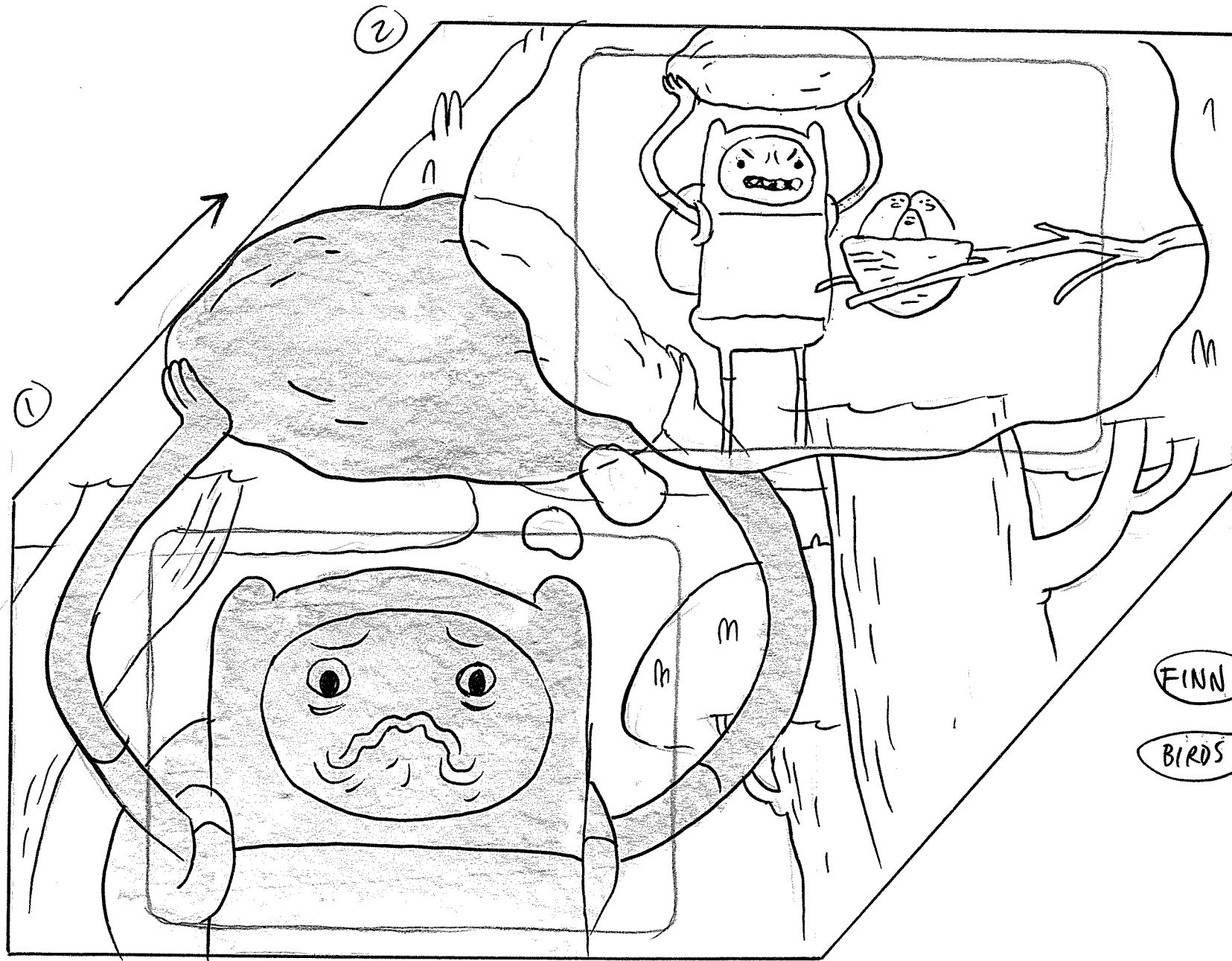
Action:

Timing:

EPISODE # 100230

60

Production :



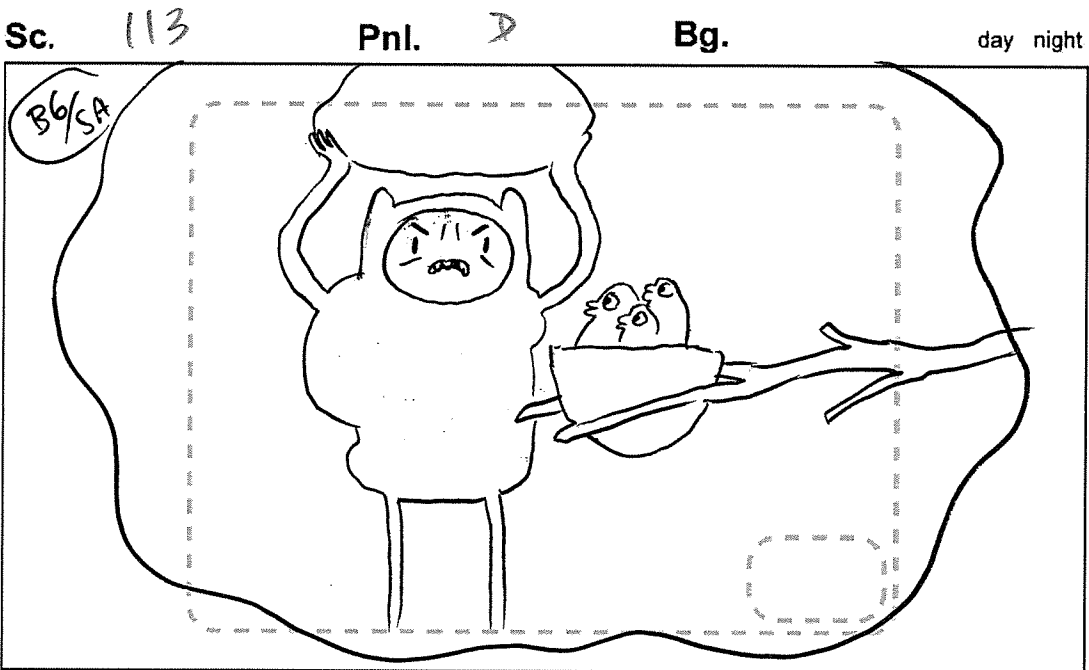
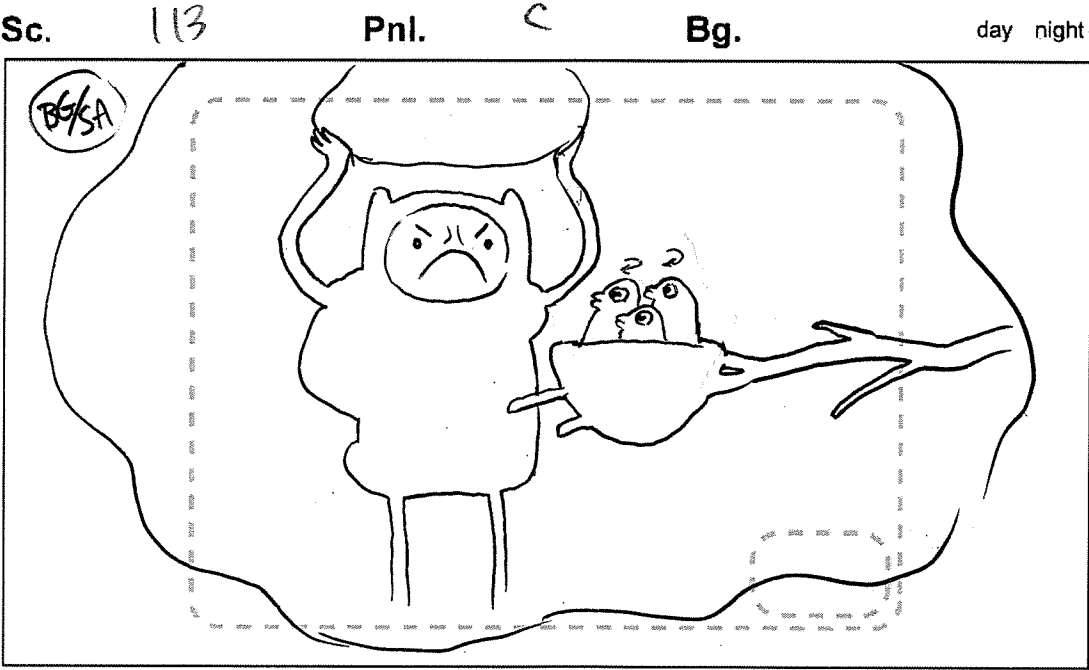
FINN: (in imagination): hey - you guys -

BIRDS: tweet walla

100230

61

ADVENTURE TIME



Dialog:	(FINN:) ( <del>an</del> Angry whisper): You wanna die?
Action:	BIRDS TURN TO FACE FINN
Timing:	

EPISODE # 100230 62

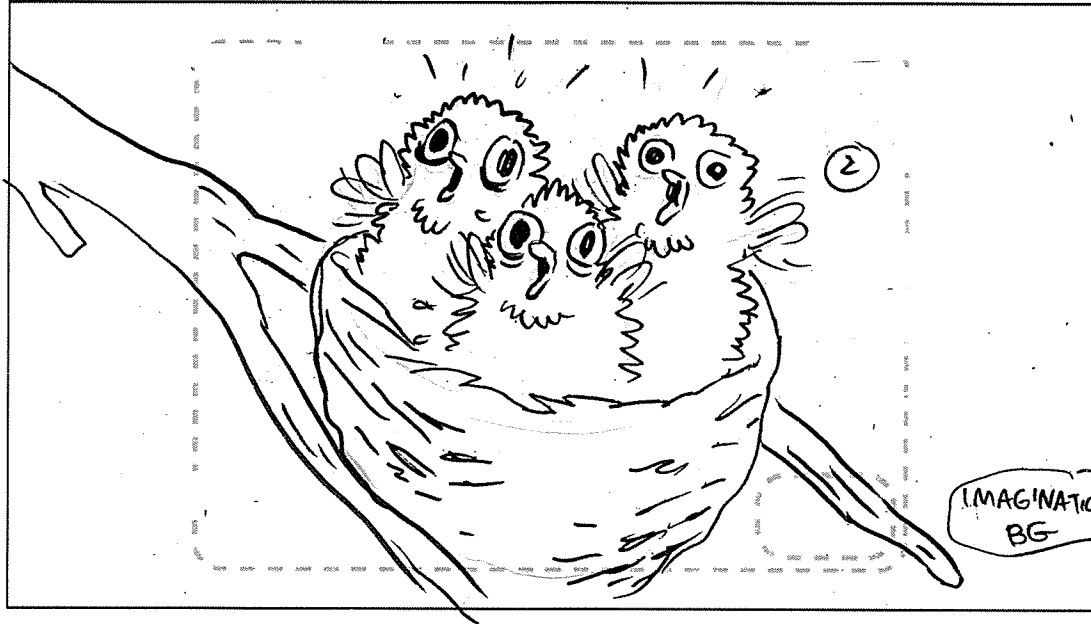
Production :

# ADVENTURE TIME

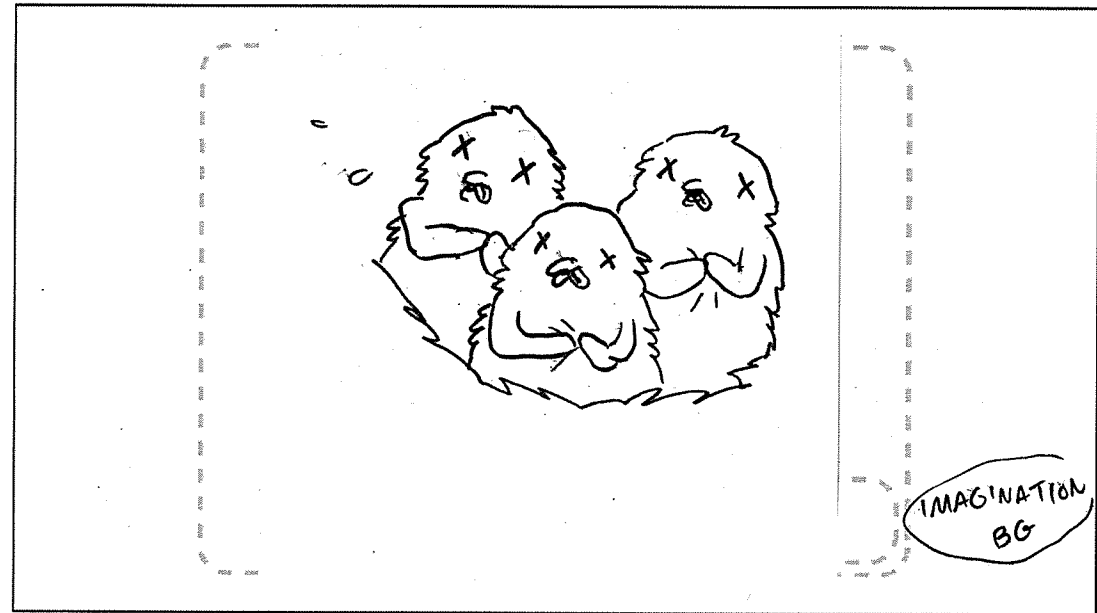


Page 137

Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night

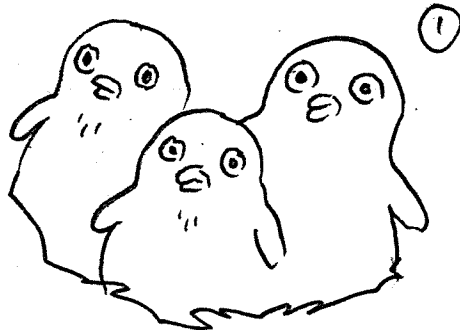


Dialog:

BIRDS: : SCREAM !!! :

BIRDS: : GAK : : GAK : : GAK :

Action:



(still transparent  
imagination efx)

Birds have heart attacks and clutch  
chests.

Timing:

EPISODE #

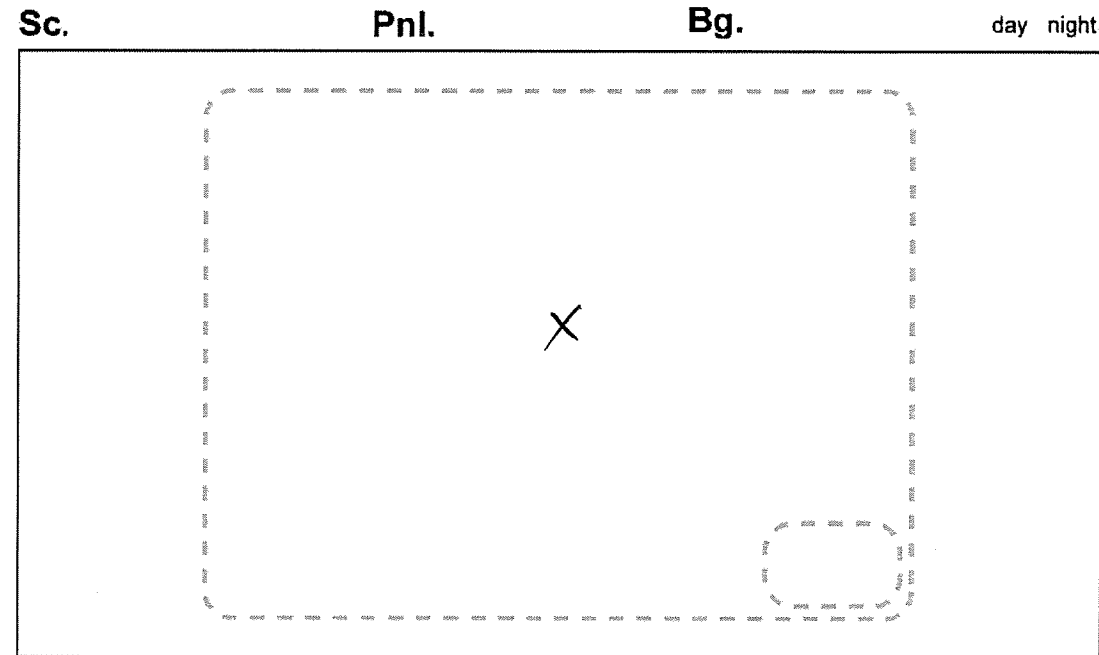
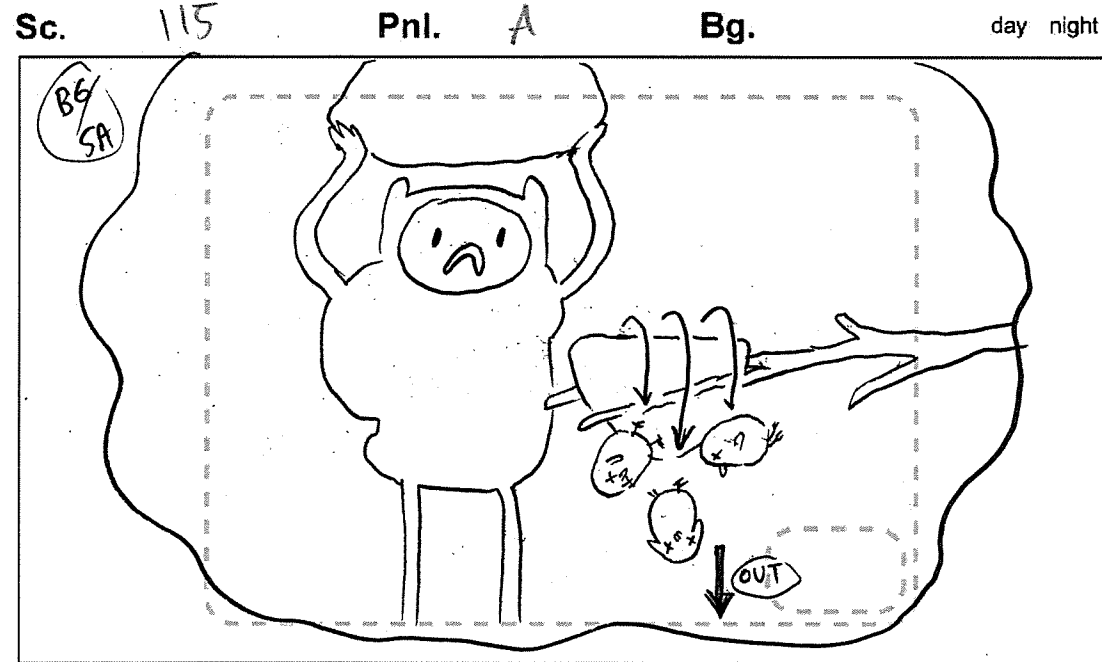
100230

Production :

# ADVENTURE TIME



Page 138



Dialog:

Action:

BIRDS FALL OUT OF NEST AND O.S.

Timing:

EPISODE #

100230

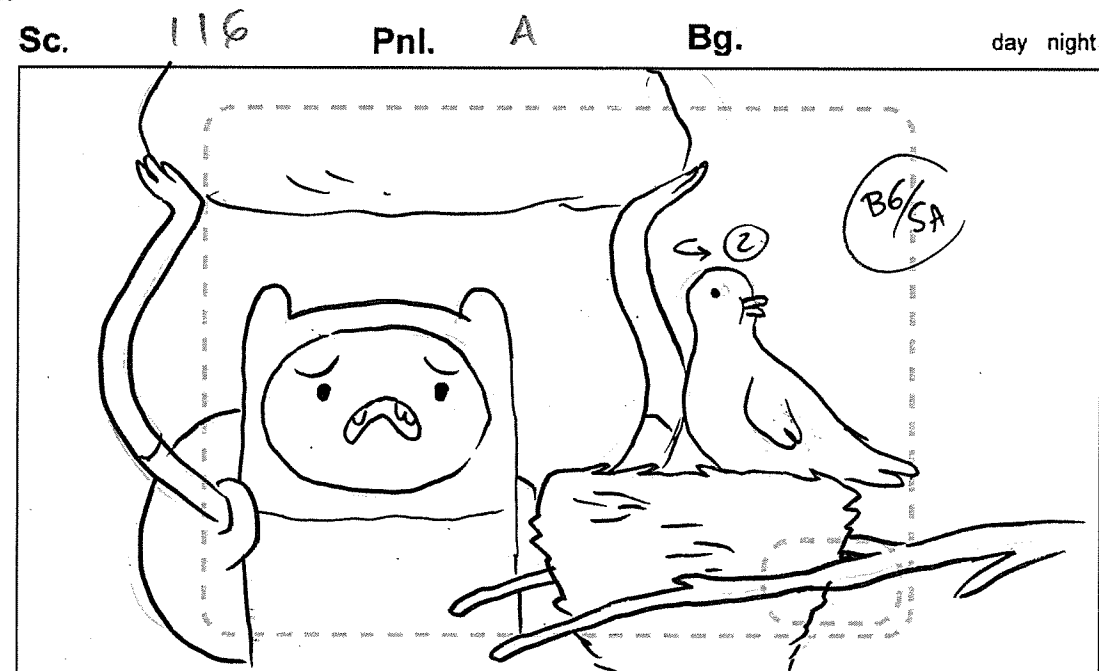
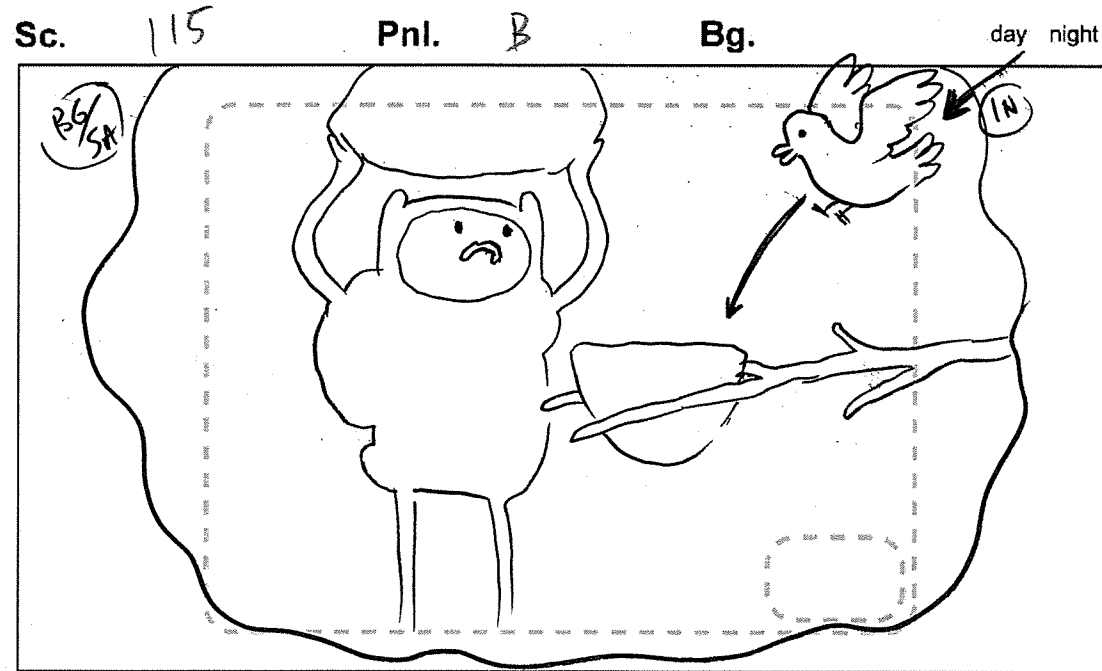
63A

Production :


# ADVENTURE TIME



Page 139



Dialog:

MOTHER BIRD: Boys? Boys? 

Action:

MOTHER BIRD FLIES IN FROM O.S. and  
lands on nest

still transparent imagination BG

Timing:

EPISODE #

100230

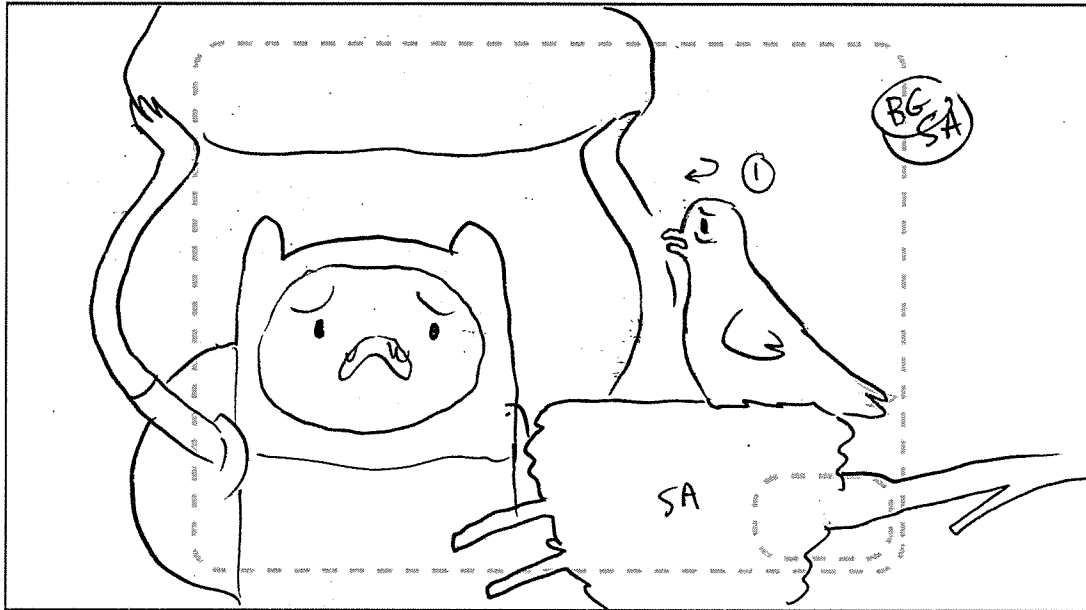
Production :

# ADVENTURE TIME

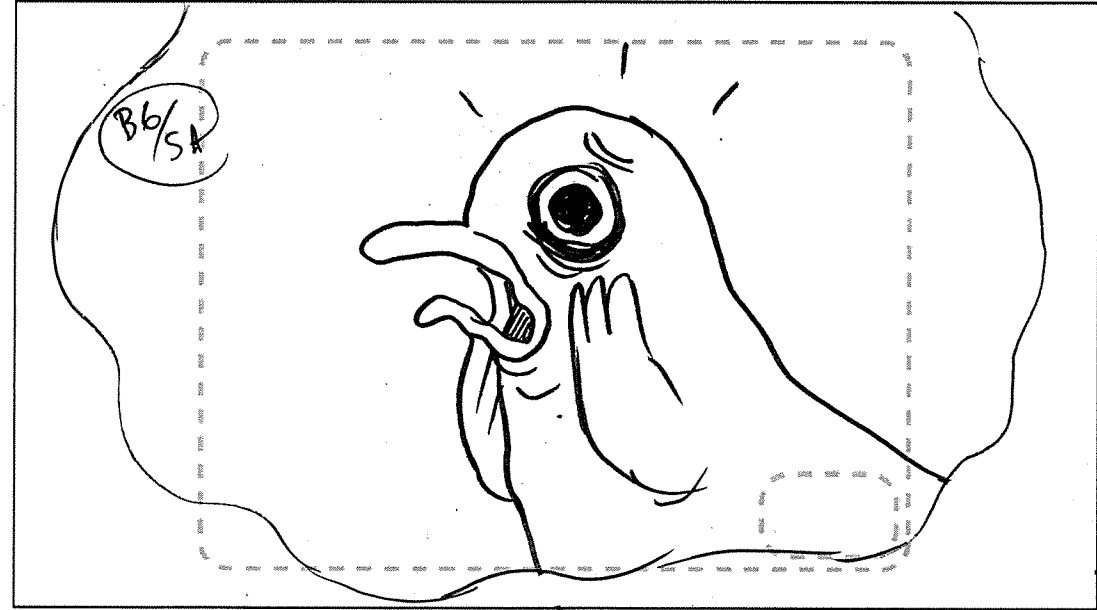


Page 140

Sc. 116 Pnl. B Bg. day night



Sc. 117 Pnl. A Bg. day night



Dialog:

MOTHER BIRD:

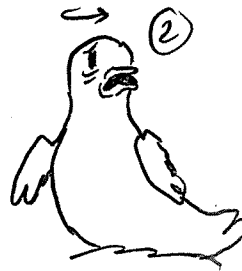
- ①: (NO DIALOGUE)  
②: BOYS!?

MOTHER BIRD:

HAVE YOU SEEN MY BOYS !!?

Action:

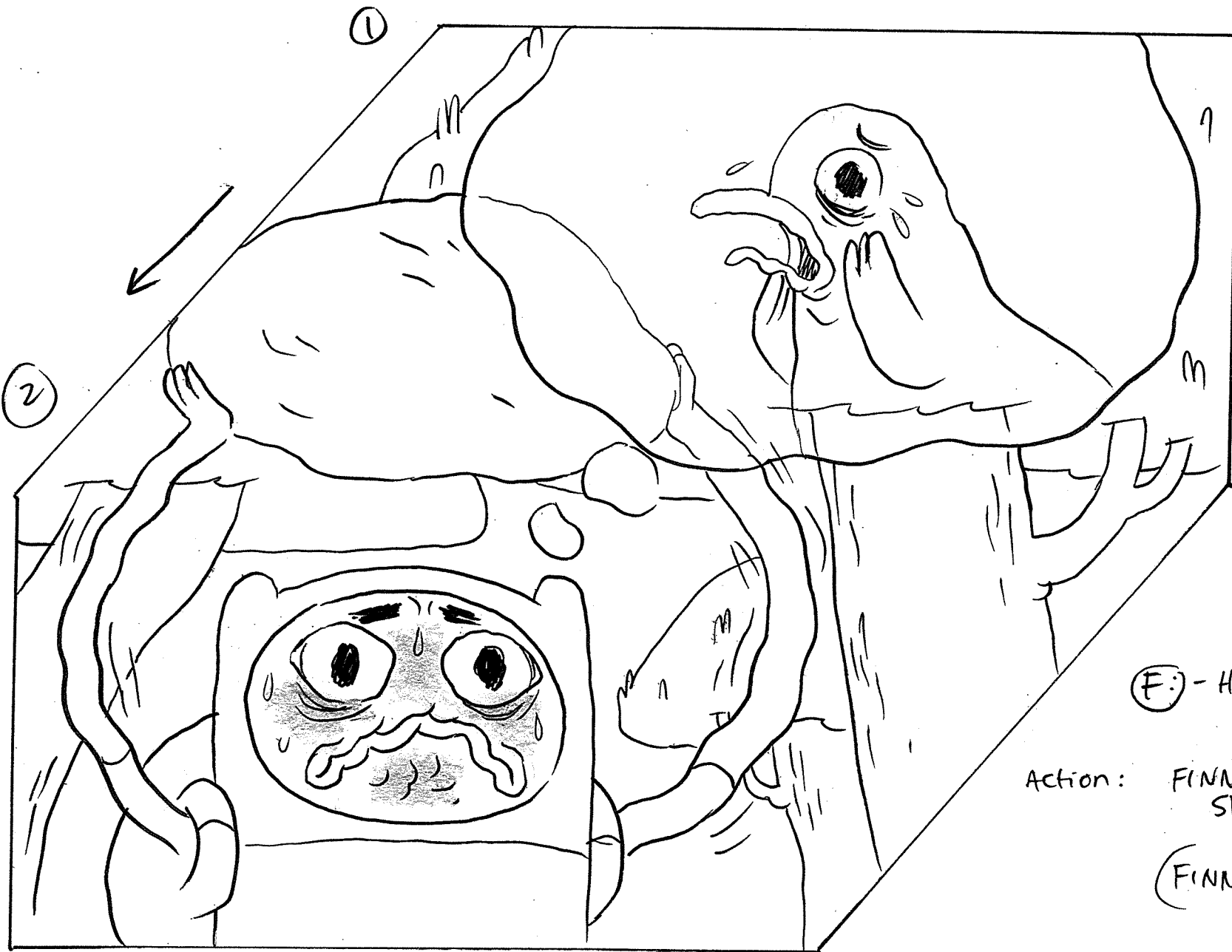
Timing:



EPISODE #

100230

Production :



(F:) - Heavy breathing

Action: FINN'S ARMS ARE TWITCHING + SHAKING, FLUSHED FACE

(FINN STILL IN SHADOW)



ADVENTURE TIME



Sc. 118 Pnl. A Bg. day night

Sc. ~~118~~ Pnl. ~~A~~ Bg. day night

Dialog:

Action:

Timing:

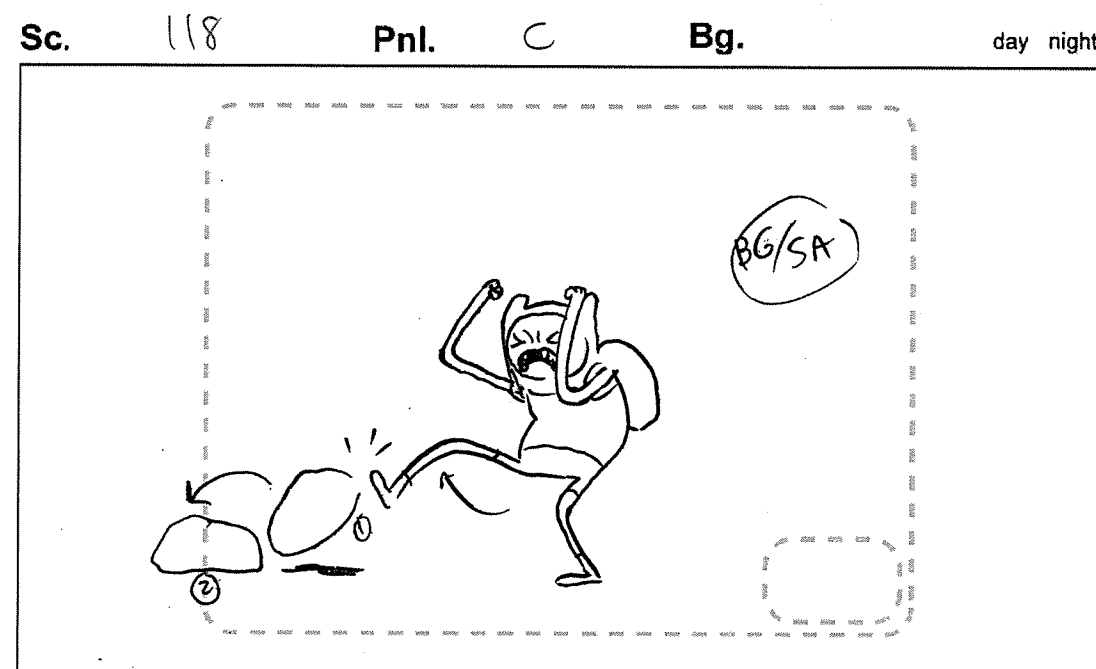
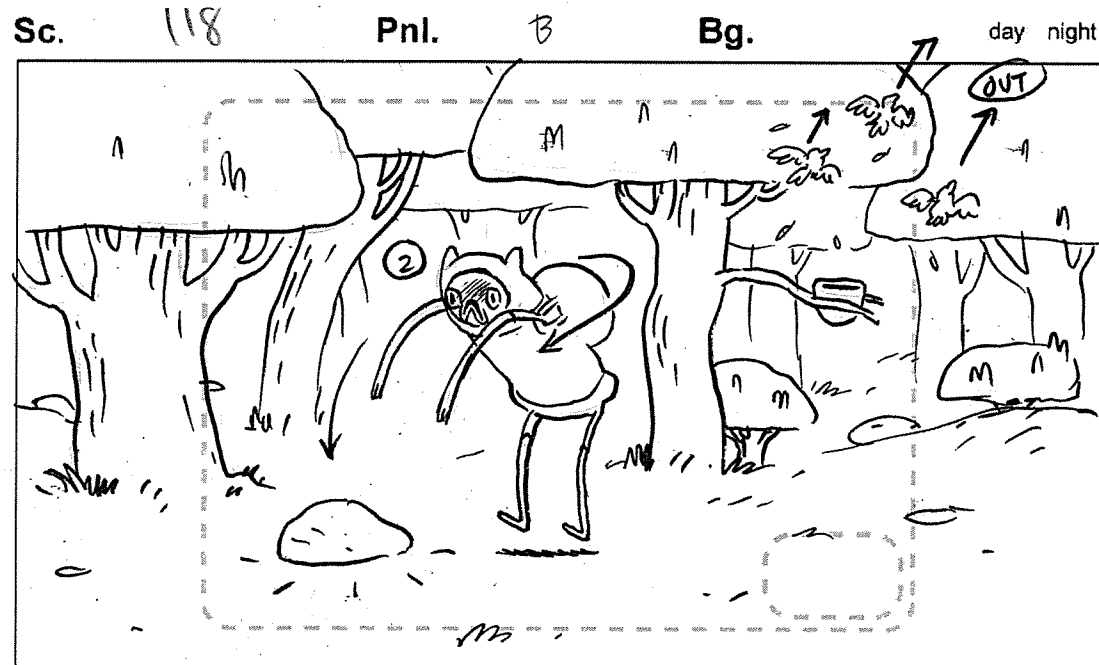
EPISODE # 100230  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 142 A



Dialog:

(FINN:) NO!!!

(FINN:) AAAAH! I can't do it!

Action:

Finn spins around and throws  
(SFX:) WHAM! rock on ground  
BIRDS fly off from noise

FINN Kicks rock over

Timing:

EPISODE #

100230

67

Production :

ADVENTURE TIME



Sc. 118 Pnl. D Bg. day night

Sc. 119 Pnl. A Bg. day night

Dialog:	(FINN) AAAAH!	(F) I-I can't keep hurting folks -
Action:		
Timing:		

100230  
68  
EPISODE #  
Production :

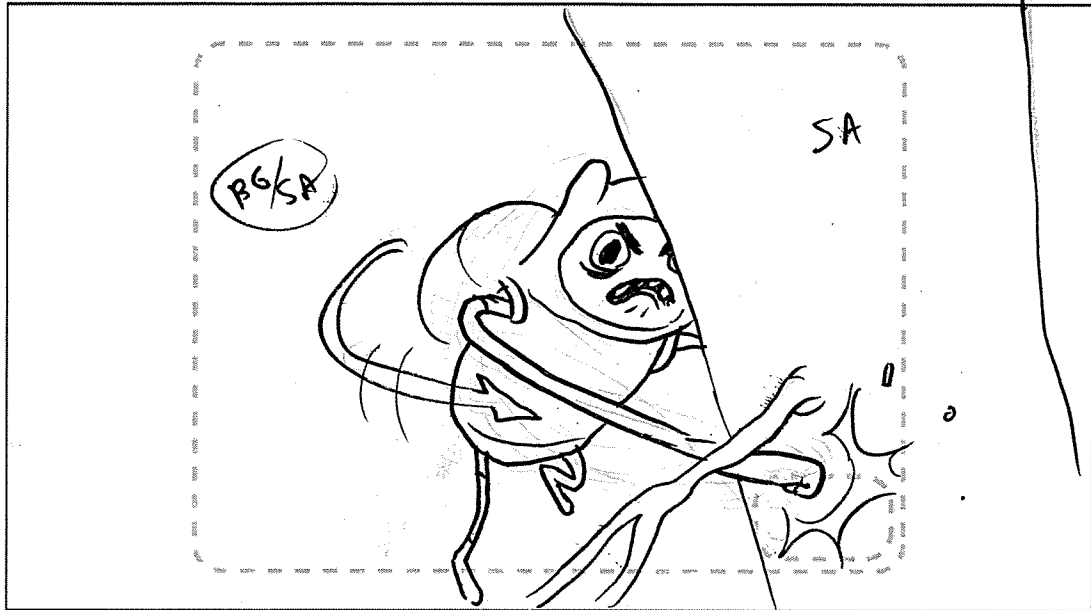
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

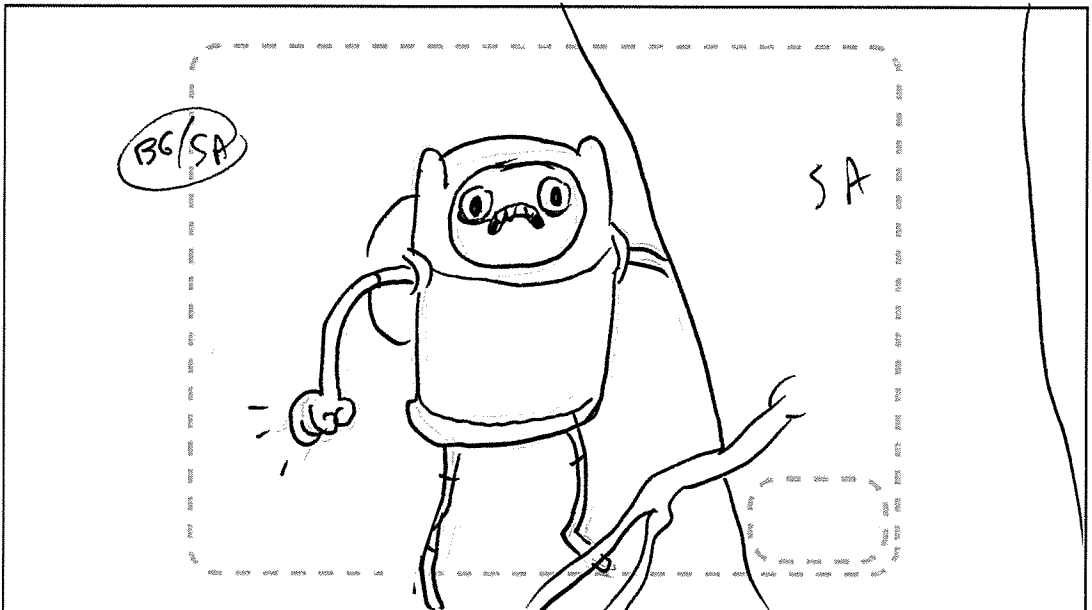


Page 144

Sc. ~~118~~ 119 Pnl. B Bg. day night



Sc. 119 Pnl. C Bg. day night



Dialog:

(F:) BUT JAKE NEEDS ME!

Action:

(SFX:) WHAM

Timing:

EPISODE #

100230

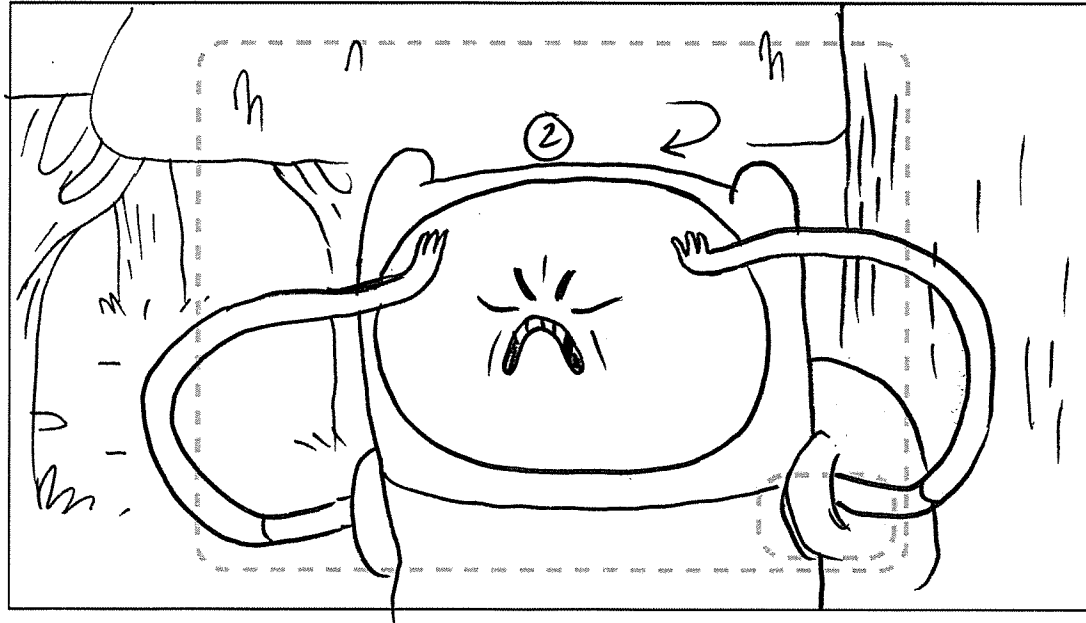
Production :

# ADVENTURE TIME

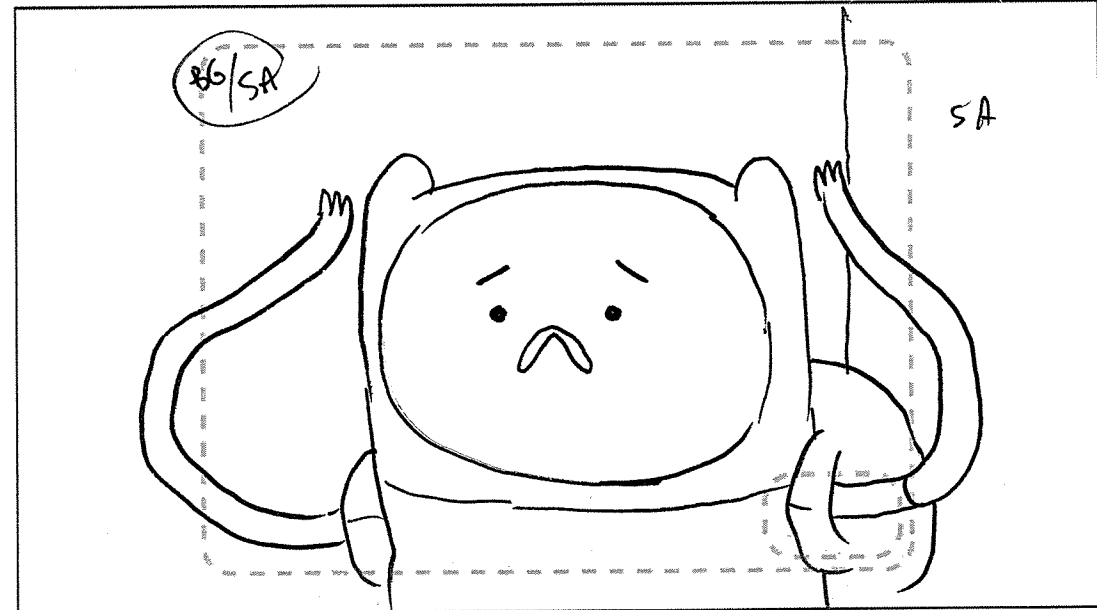


Page 145

Sc. 120 Pnl. A Bg. day night



Sc. 120 Pnl. B Bg. day night



Dialog:

FINN: BUT I CAN'T KEEP  
HURTING FOLKS!

Action:

Finn turns toward  
camera



Timing:

FINN: BUT JAKE'S REALLY SICK!

EPISODE #  
100230 76

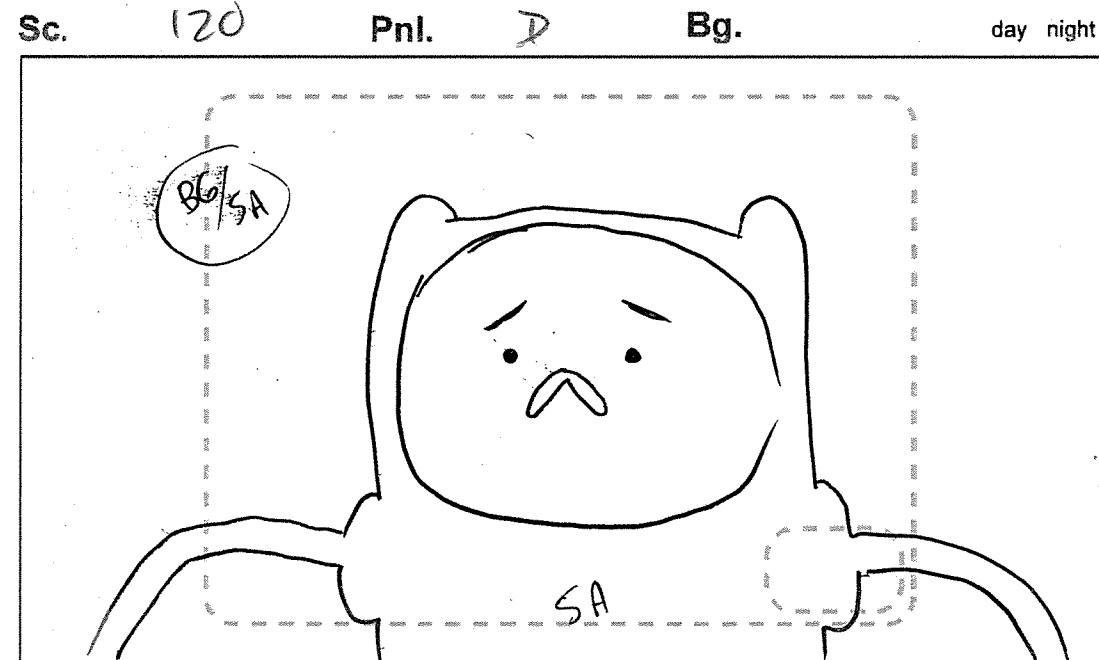
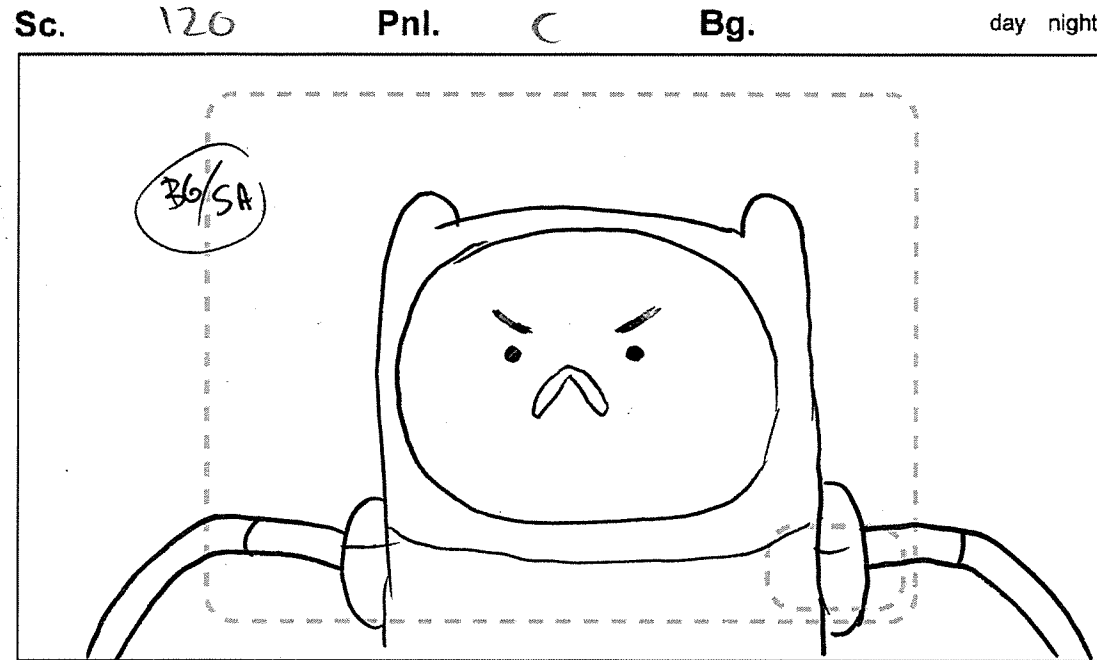
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 146



Dialog:

(F:) - But I can't -

(F:) - But -

Action:

Timing:

EPISODE #

71 100230

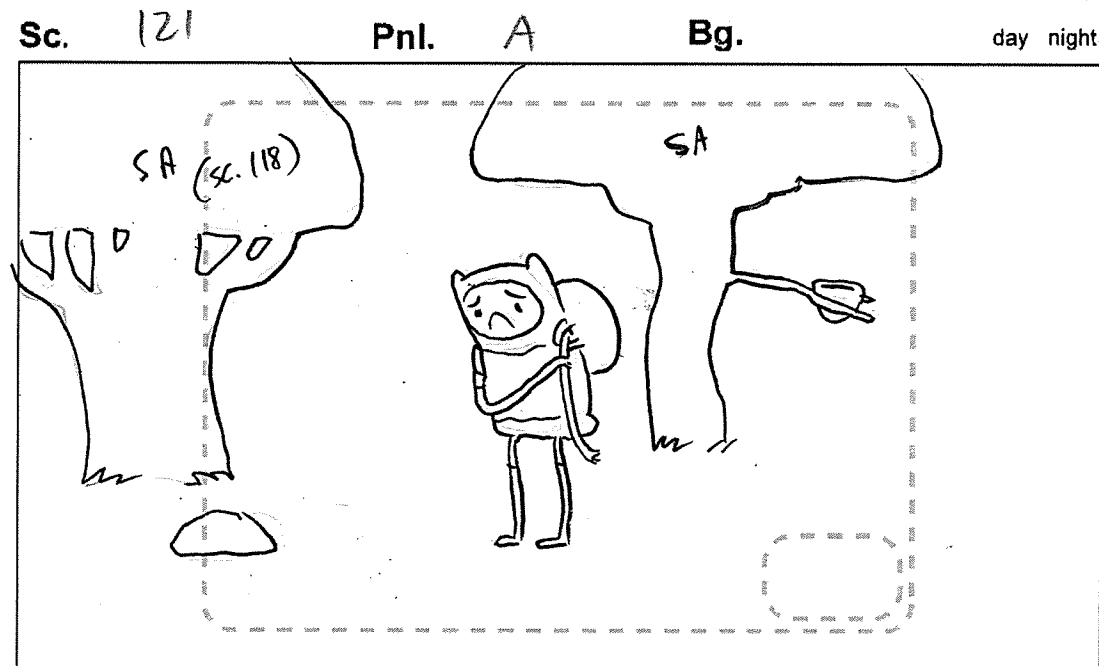
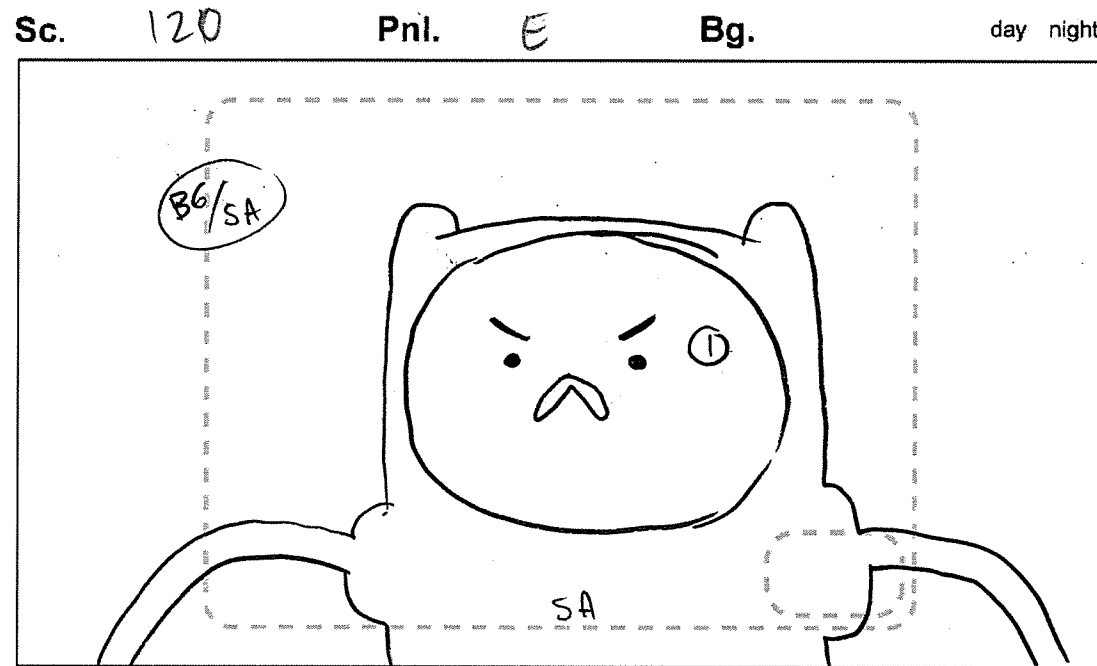
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



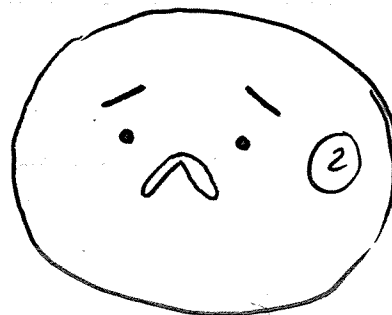
Page 147



Dialog:

Action: Rapid ~~stuttering~~ expression switch:  
① ② ① ② ① ② (more?)

Timing: Hold for a beat  
on last ②



ⓕ! = SIGH = ... aww man...

EPISODE #

Production :

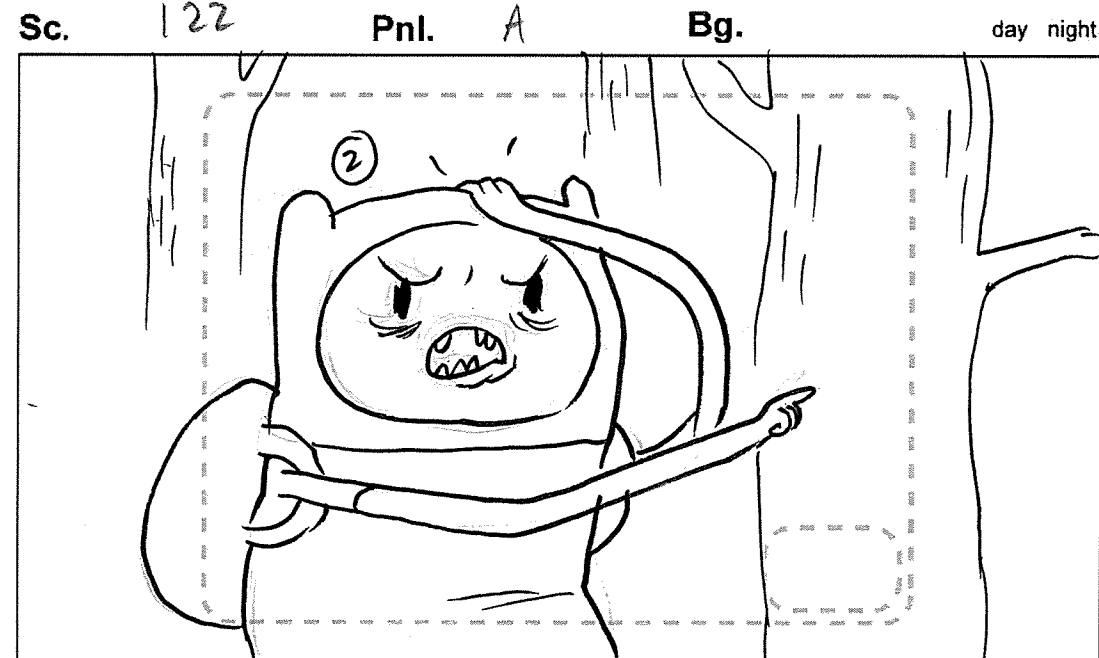
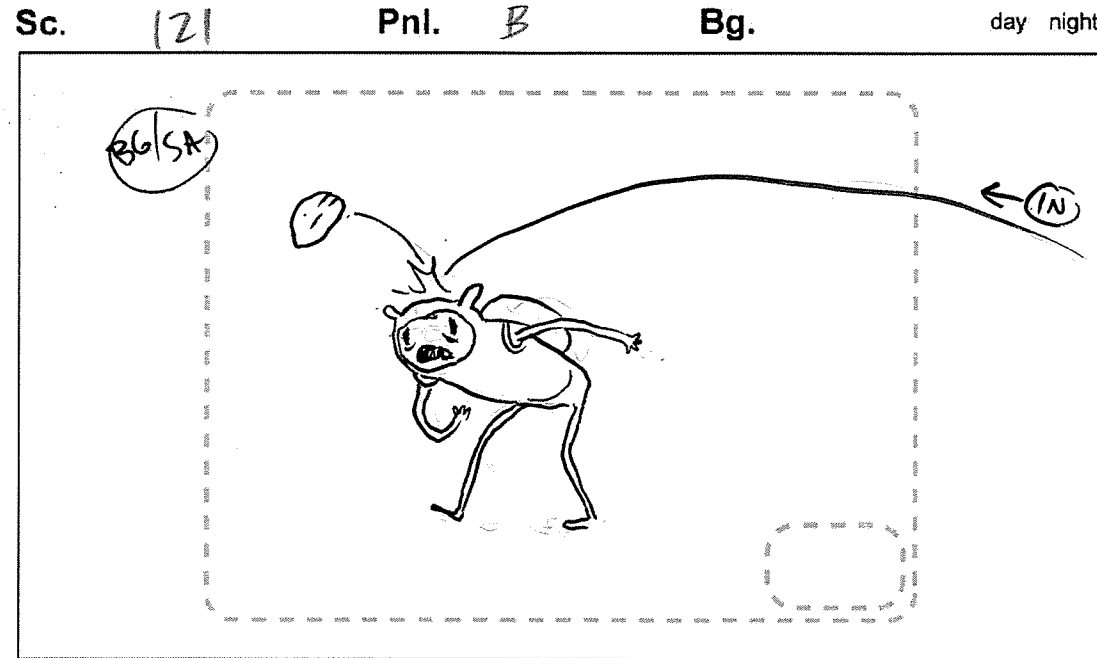
100230

72

# ADVENTURE TIME



Page 148



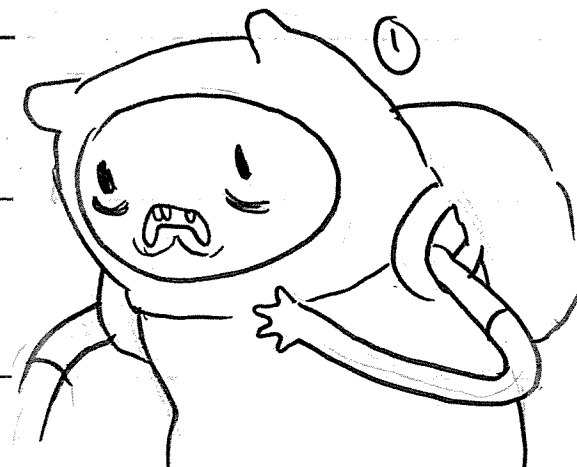
Dialog:

(FINN) OW! HEY! WHO THREW -

Action: Rock flies in from o.s. and hits Finn's head

SFX: CLONK

Timing:



EPISODE # 100230

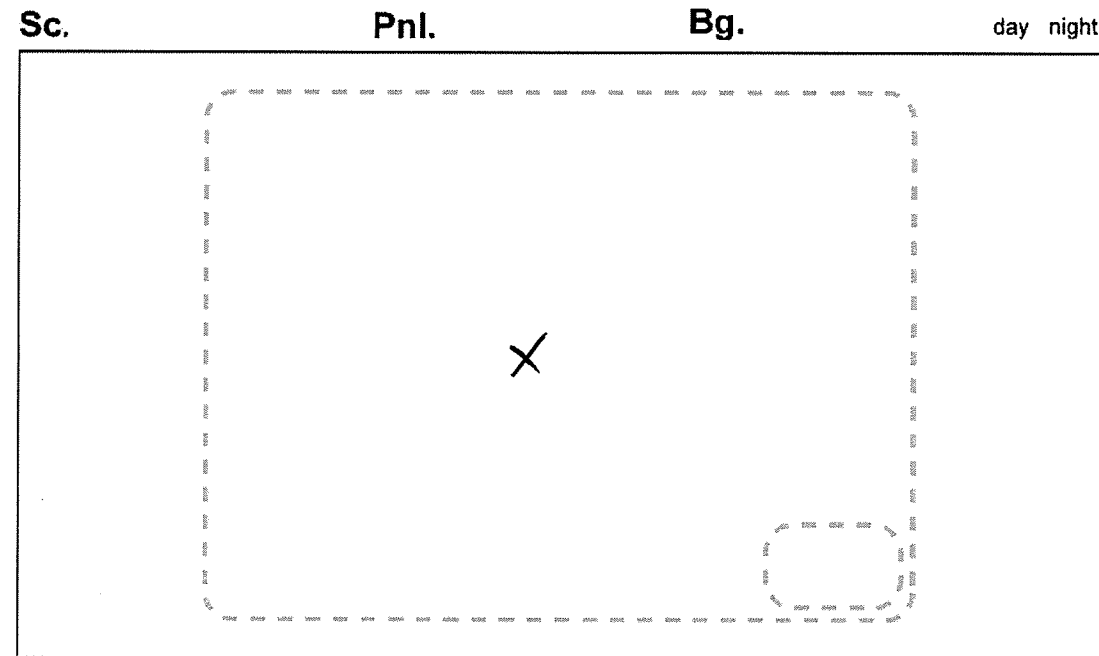
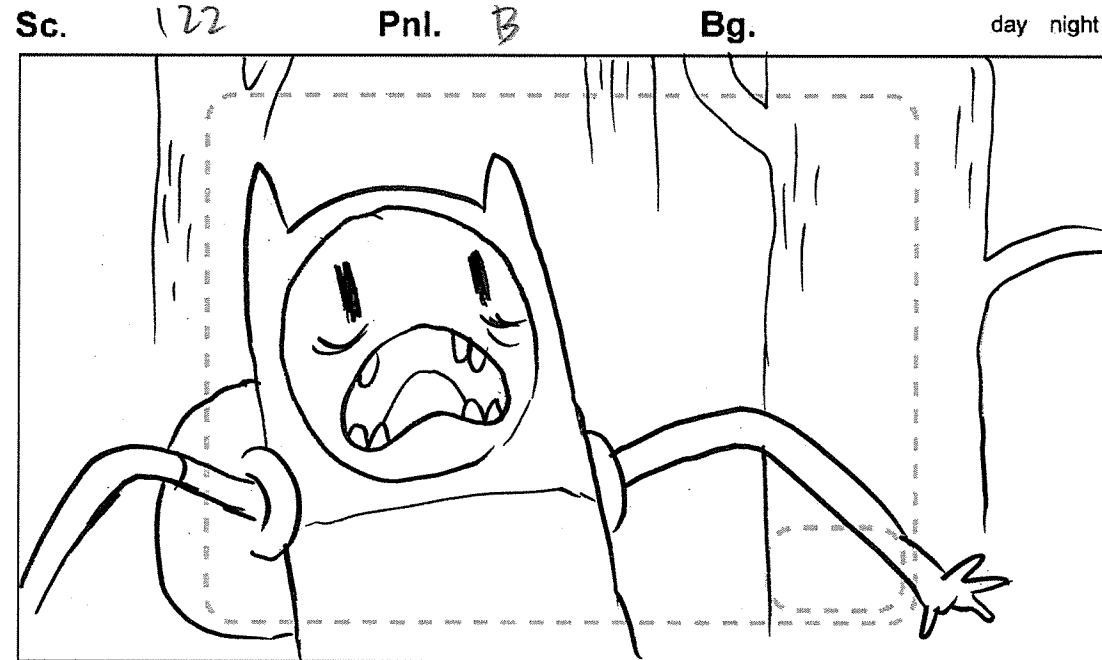
Production :



# ADVENTURE TIME



Page 149



Dialog:

(F:) YAH !!

Action:

Timing:

EPISODE # 100230

74

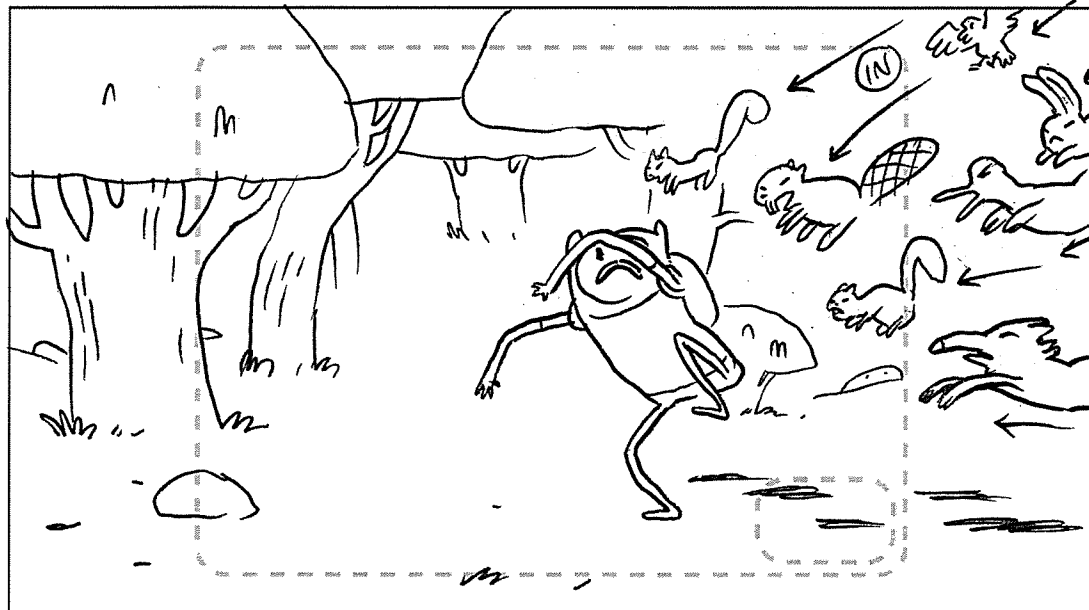
Production :

# ADVENTURE TIME

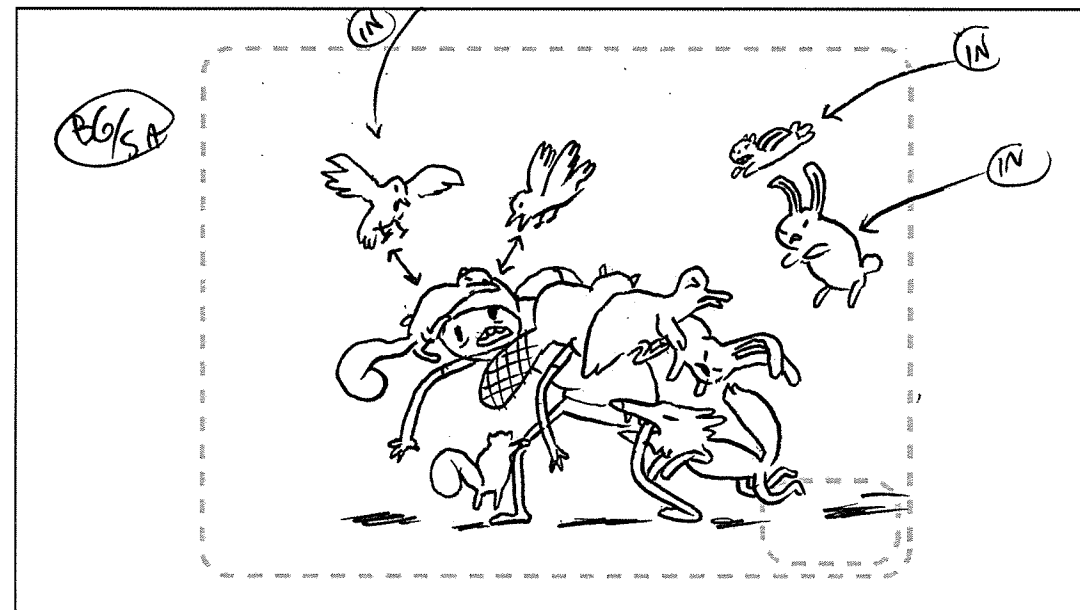


Page 150

Sc. 123 Pnl. A Bg. day night



Sc. 123 Pnl. B Bg. day night



## Dialog:

ANIMAL WALLA  
(SCREECHING, ATTACKING)

## Action:

animals dive in at Finn from O.S.

## Timing:

FOX chews on Finn's leg - the other animals mostly ~~try to hang on~~ try to hang on as Finn staggers around. The birds dive bomb and peck at Finn's head.

(F:) AAAAAH!

(ANIMALS:) (WALLA) :

THAT'S HIM  
THAT'S THE GUY + Growling  
GET HIM! Biting  
TIE HIM UP! noises  
KILL HIM!

EPISODE # 100230

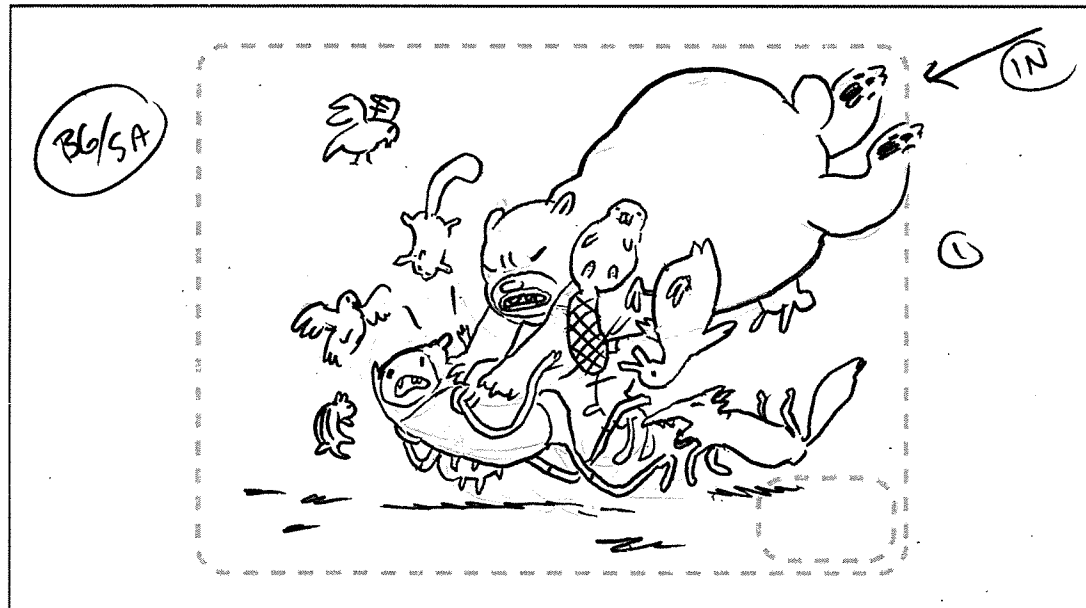
Production :

# ADVENTURE TIME

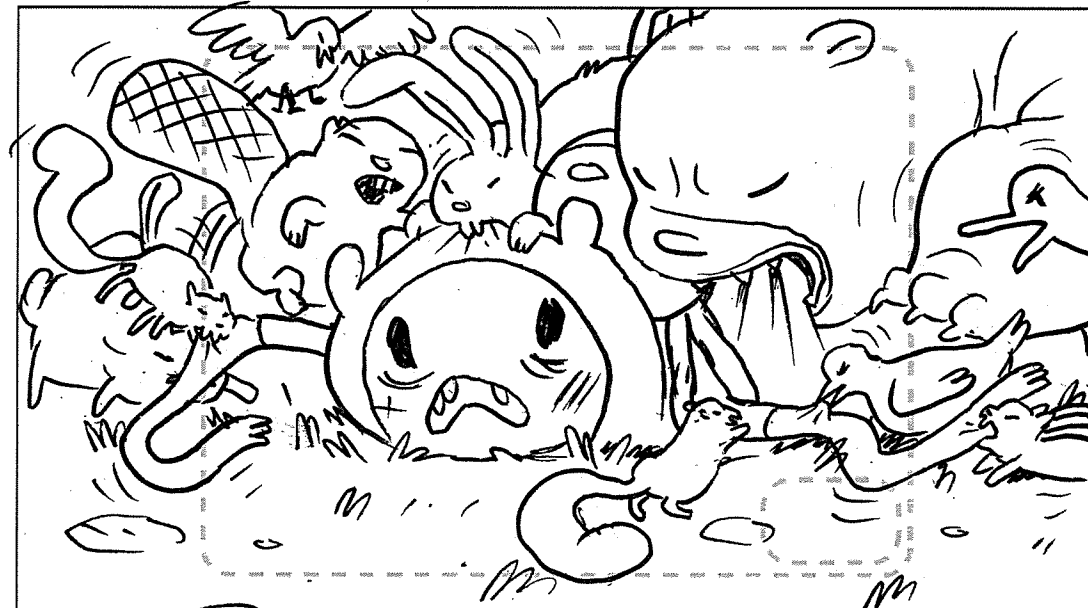


Page 151

Sc. 123 Pnl. C Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog: ANIMALS: (ATTACK WALLA)

Action: BEAR DIVES IN, SLAMMING FINN TO THE GROUND AND KNOCKING LOOSE & THE ANIMALS

Timing: SFX: WHAM!



(F:) AAAH!

(ANIMALS:) walla (less talk, more growl + bite)

ANIMALS BITE AND TEAR AT FINN AND THRASH HIM AROUND LIKE DOGS KILLING PREY

(SEE ALSO: WOLF BITING ASHITAKA'S HEAD IN "PRINCESS MONONOKE" AT 54:20)

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

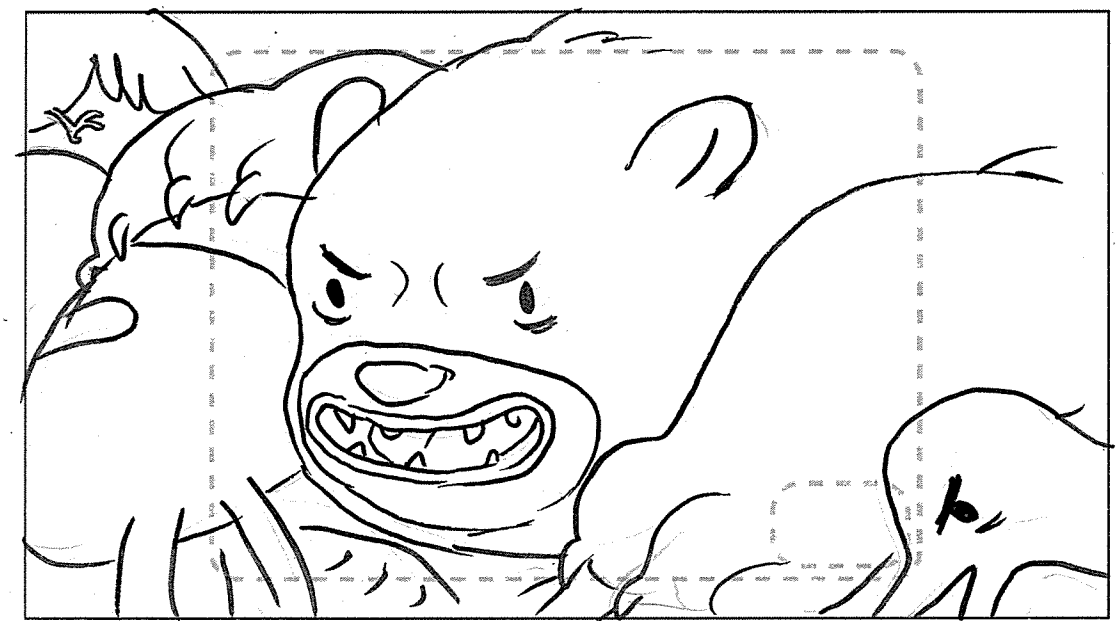


Page 152

Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:

FINN: WHAT'S HAPPENING?!  
ARE YOU GUYS GONNA EAT ME!?

ANIMALS: same wallz

MAMA BEAR: You'll SEE!!

ANIMALS: same wallz

Action:

Timing:

EPISODE #

100230

77

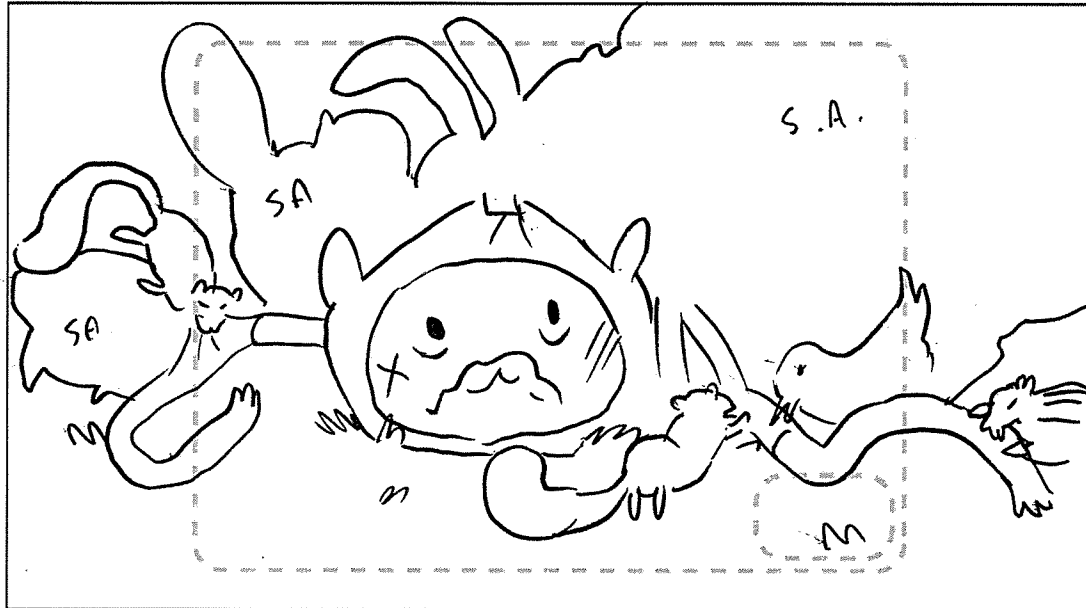
Production :

# ADVENTURE TIME

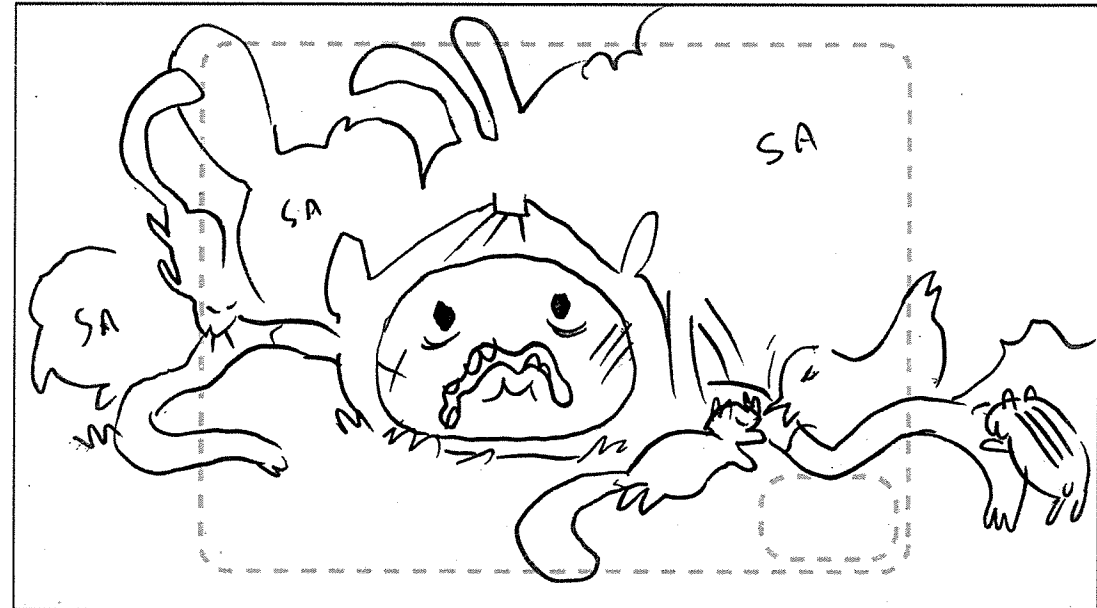


Page 153

Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog:

(FINN:) =whimper=

(ANIMALS:) walla growl

Action:

Animals still biting and thrashing

biting + thrashing

Timing:

100230

EPISODE #

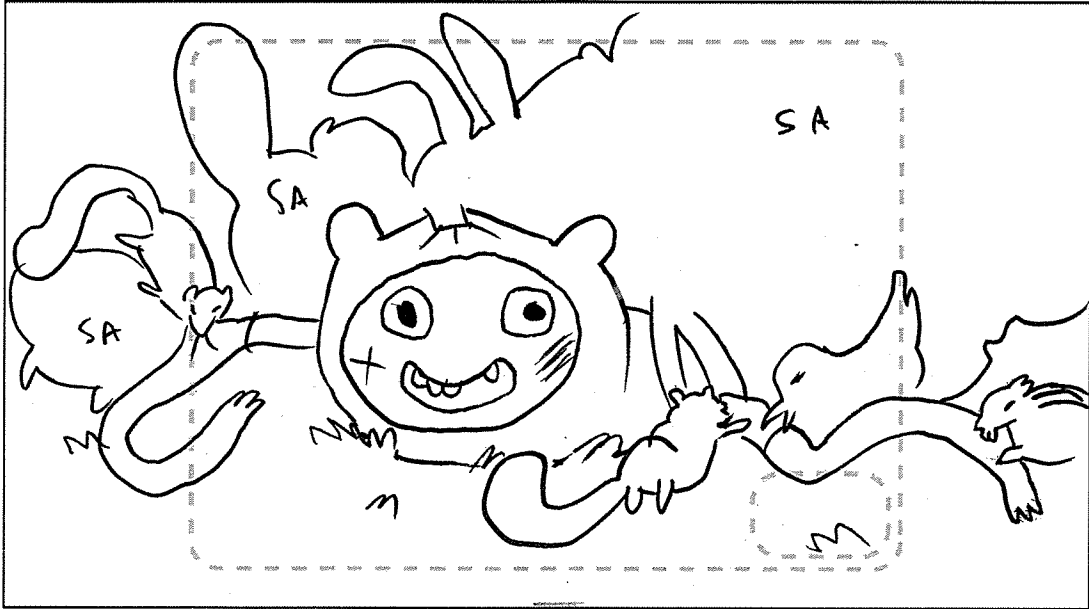
78

Production :

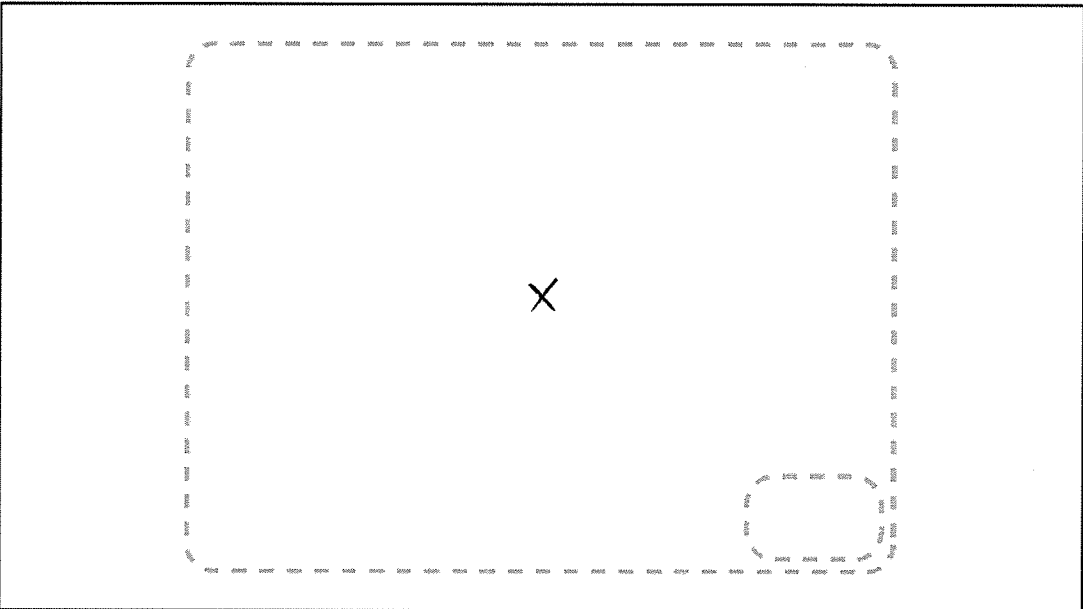
ADVENTURE TIME



Sc. 127 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



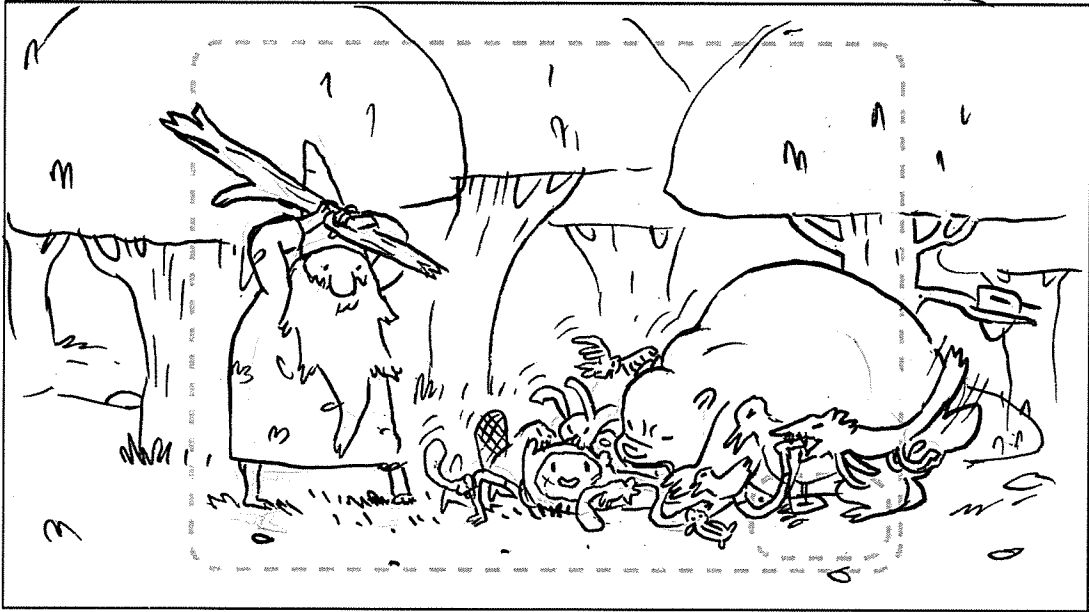
Dialog:	<p>(FINN): HEY WAIT! THIS IS <u>REALLY</u> suspenseful!</p> <p>(ANIMALS) Growl wolla</p>
Action:	<p>Biting + thrashing</p>
Timing:	

100230  
79  
EPISODE #  
Production :

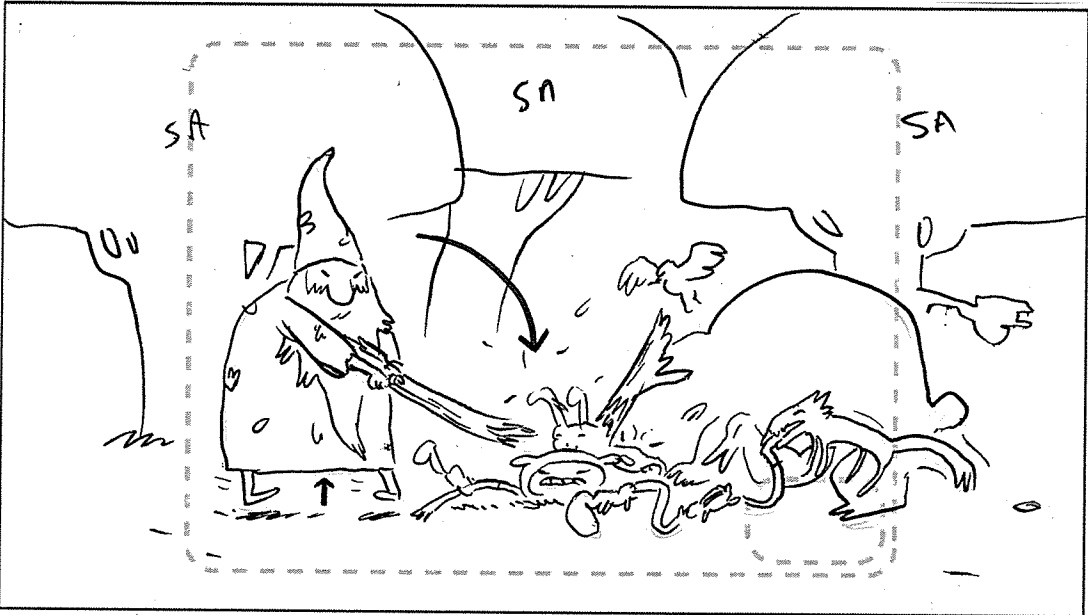
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:	(F:) DON'T YOU WORRY JAKE! I'M -
Action:	Forrest wizard breaks stick over Finn's head - SFX: <u>CRACK!</u>
Timing:	

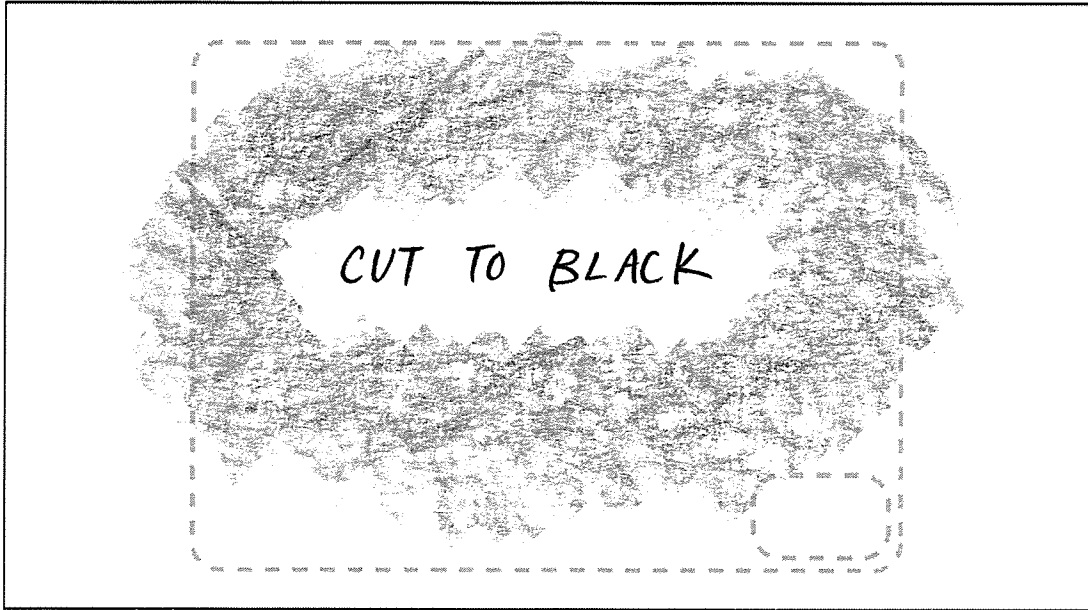
EPISODE # 100230 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

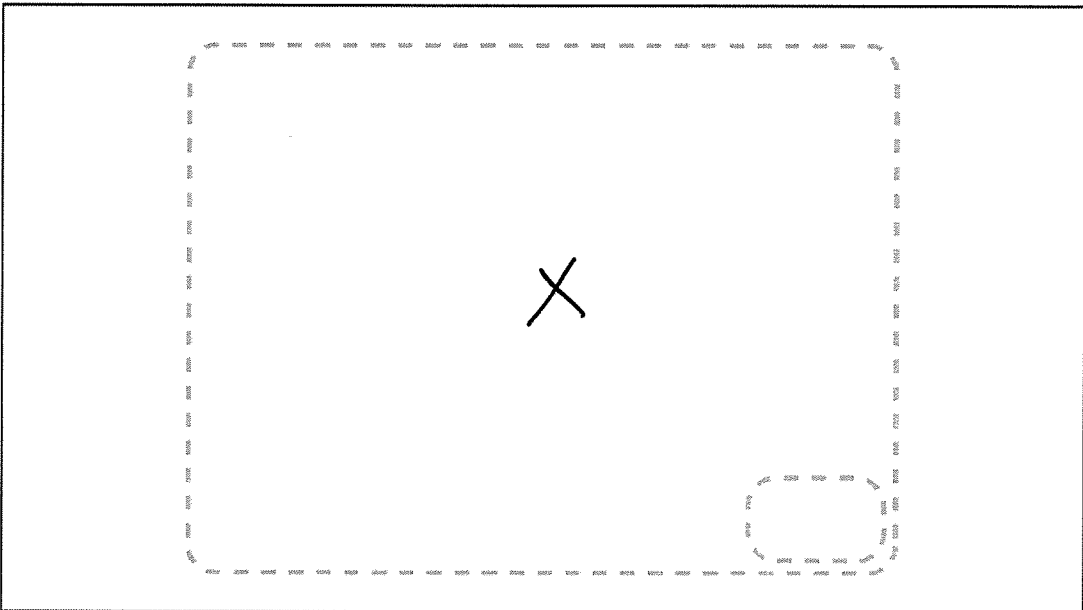
ADVENTURE TIME



Sc. 128 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100230 20A  
Production :

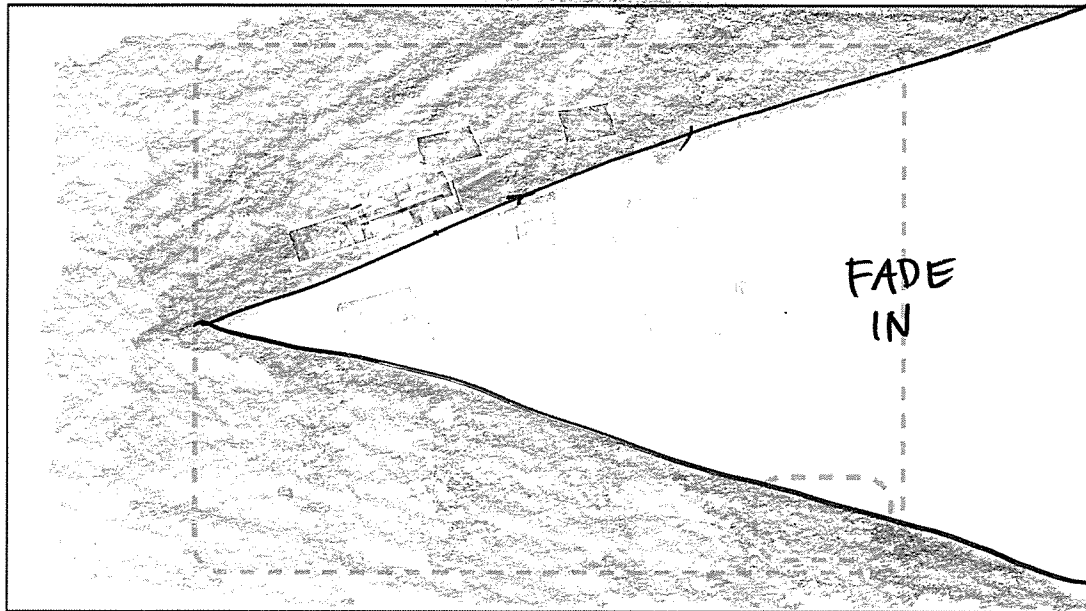


# ADVENTURE TIME

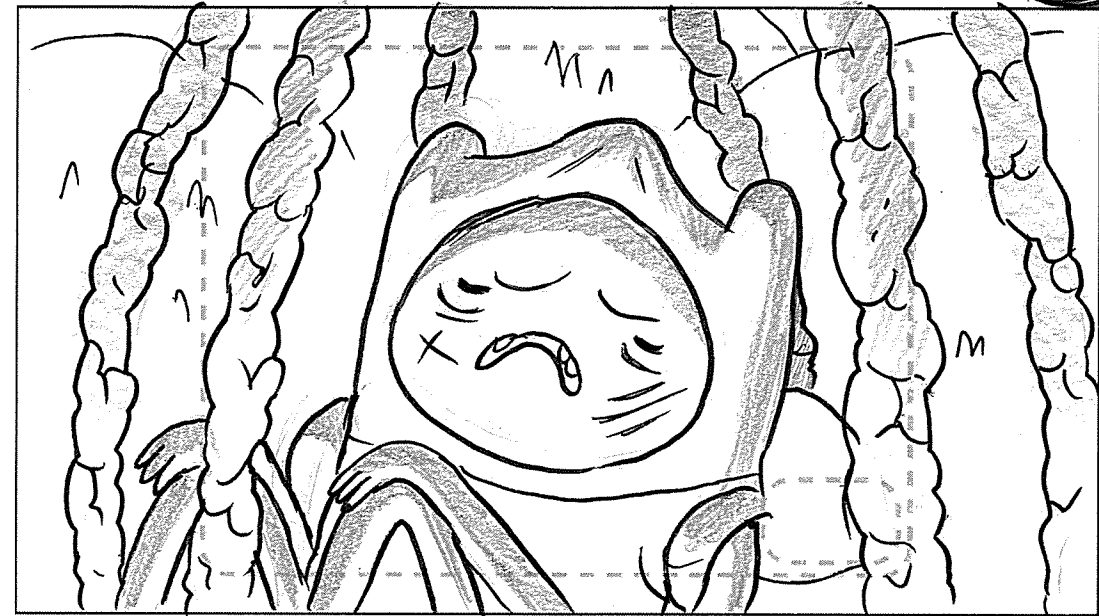


Page 157

Sc. 129 Pnl. A Bg. day night



Sc. 129 Pnl. B Bg. day night



Dialog:

(F:) (blinking awake): ohhh... (sniff sniff)...  
eww...

Action:

dissolve in on Finn in brown cage at  
night - Finn is rim lit by energy vortex

Timing:

EPISODE # 100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

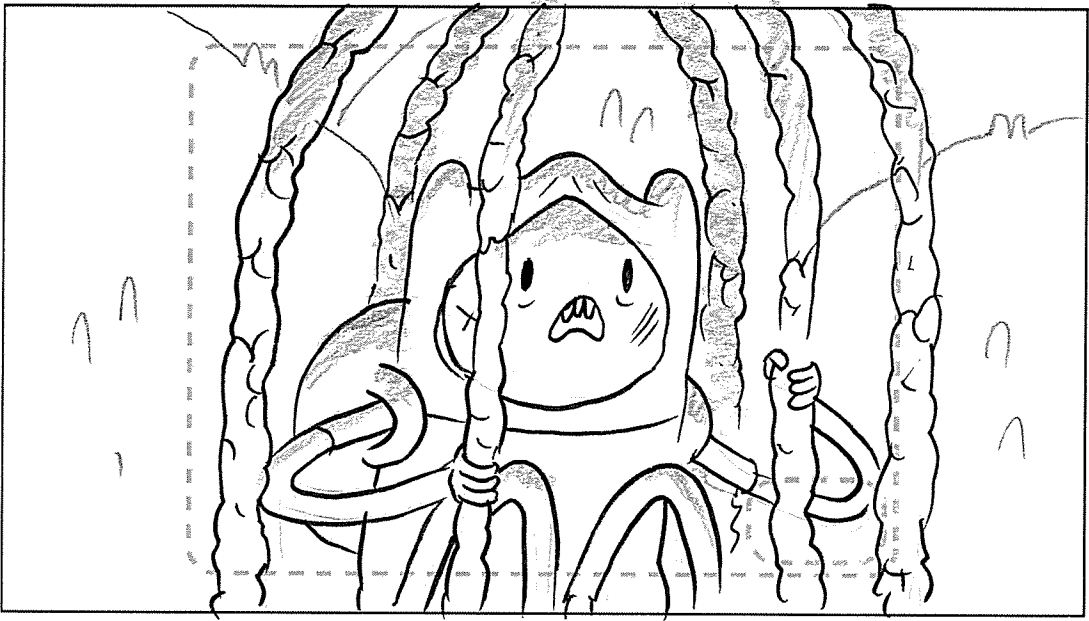
ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:

FINN: YAAHH!

FINN: wh- what is this !?

Action: - Finn is suspended above an ENERGY VORTEX - lightning and magic flames (blue or purple or something - not normal fire) whip around ~~at~~ at the mouth

Timing: of the vortex. ALL characters are RIM LIT by the glow of the vortex.

- The wizard's hands glow as he sustains the vortex

100230

82

EPISODE #

Production :

# ADVENTURE TIME

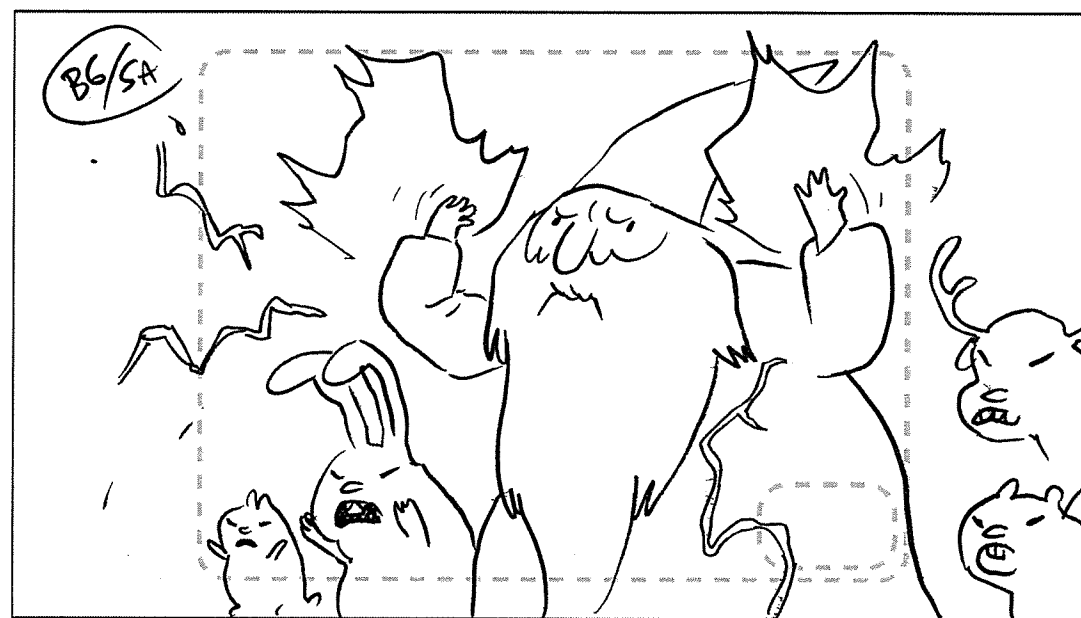


Page 159

Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:

F. WIZARD : THIS IS THE RITE OF  
FOREST JUSTICE!

ANIMALS: (ALL) : HUZZAH!

Action:

Timing:

EPISODE #  
100230

83

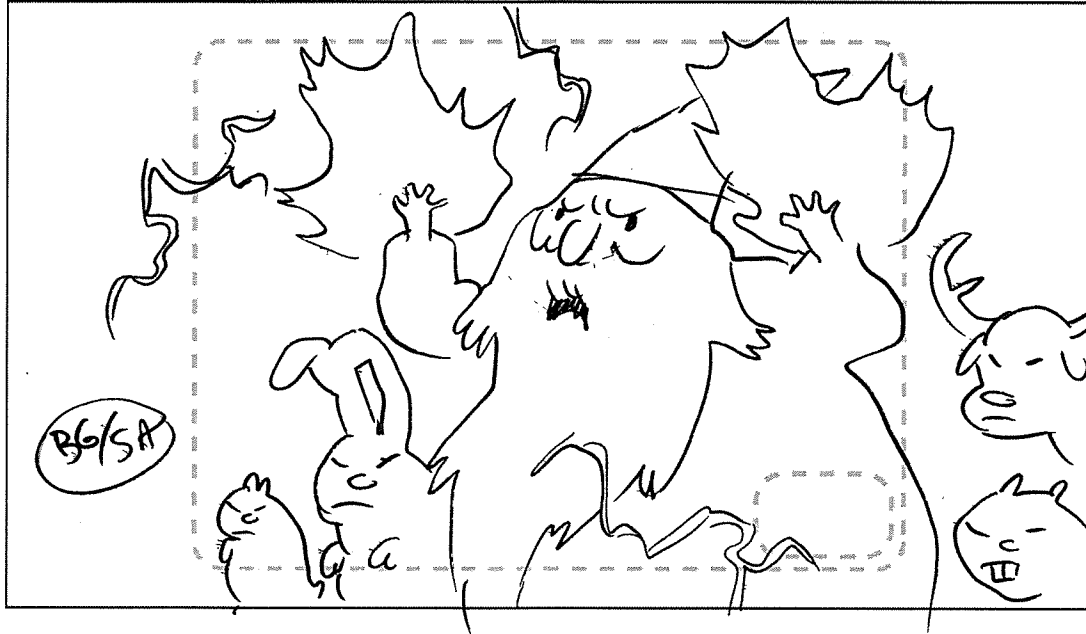
Production :

# ADVENTURE TIME

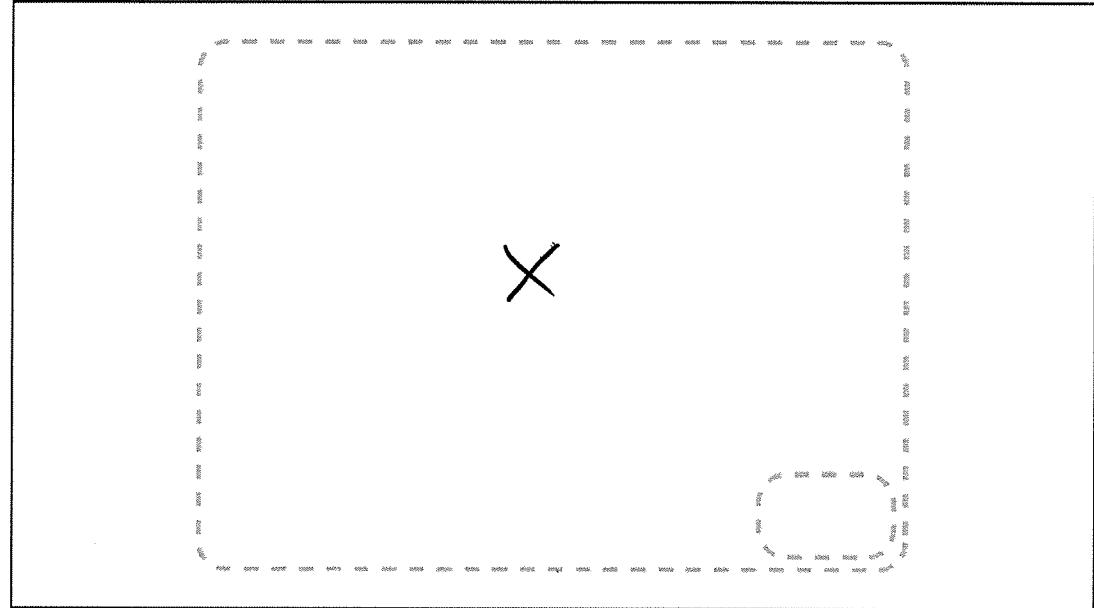


Page 160

Sc. 132 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

F. WIZ: Finn the Human Boy -

Action:

Timing:

EPISODE #  
100230  
84

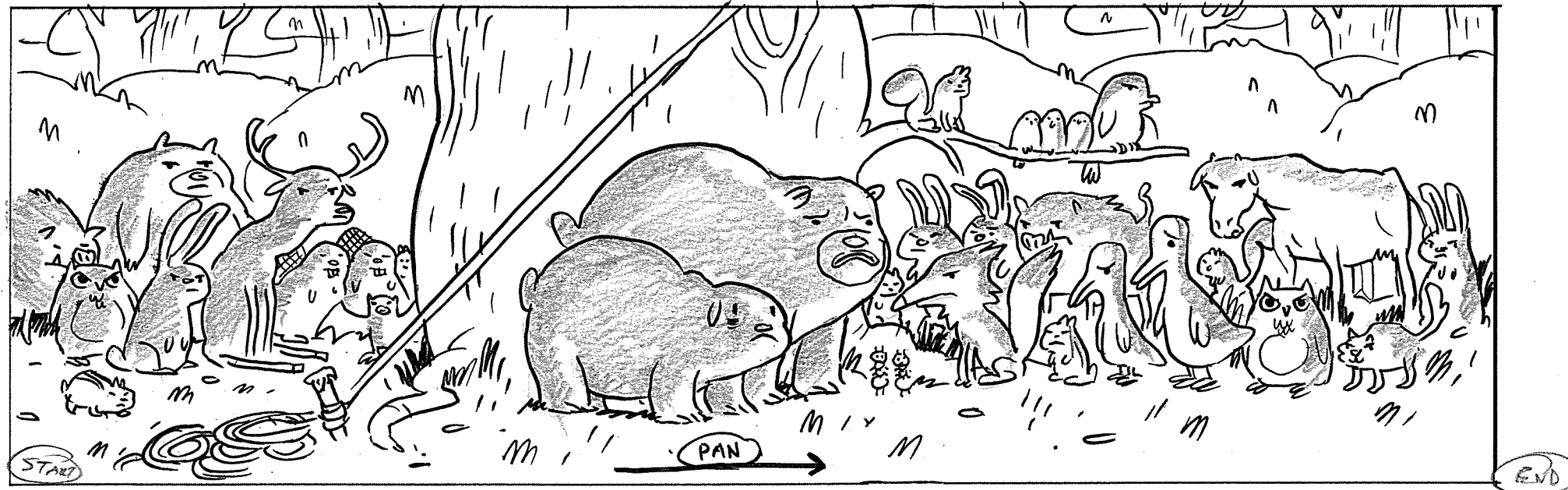
Production :

# ADVENTURE TIME



Page 161  
day night

Sc. 133 Pnl. A Bg. day night Sc. Pnl. Bg.



Dialog:

F.WIZARD:

~~OS.~~ OS.

FOR YOUR CRIMES AGAINST THE INHABITANTS OF THE FOREST -  
YOU MUST ENTER THE EARTH, AND BECOME ONE WITH THE SOIL

Action:

PAN ACROSS ANGRY animals, RIMLIT by vortex

Timing:

EPISODE #

Production :

100230

85

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night

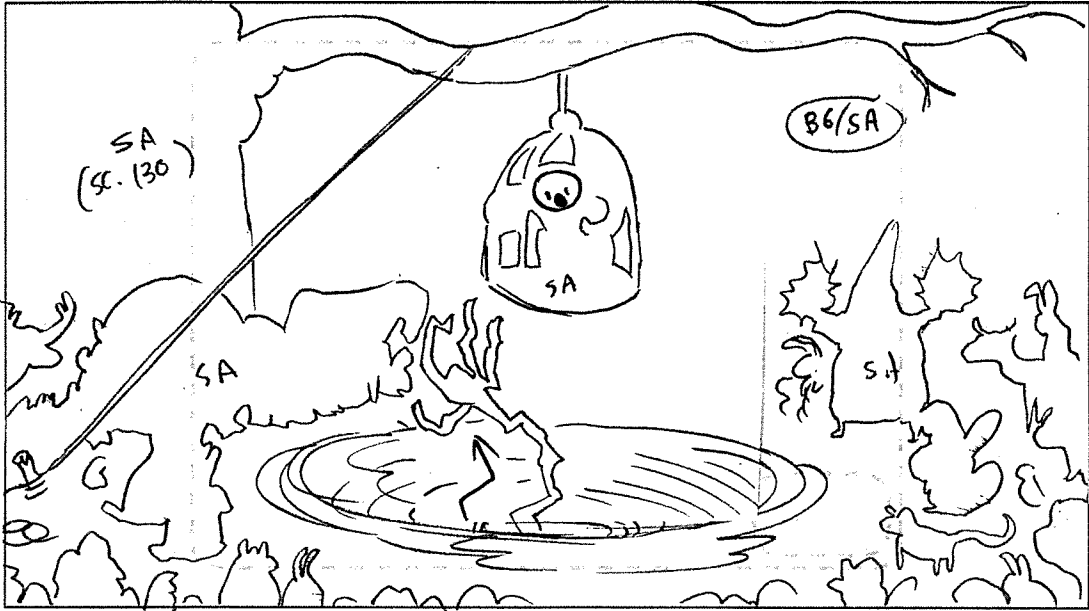


Dialog: FINN: YAH!

Action:

Timing:

Sc. 134 Pnl. B Bg. day night



Lightning hand emerges from vortex

EPISODE # 100230  
Production :

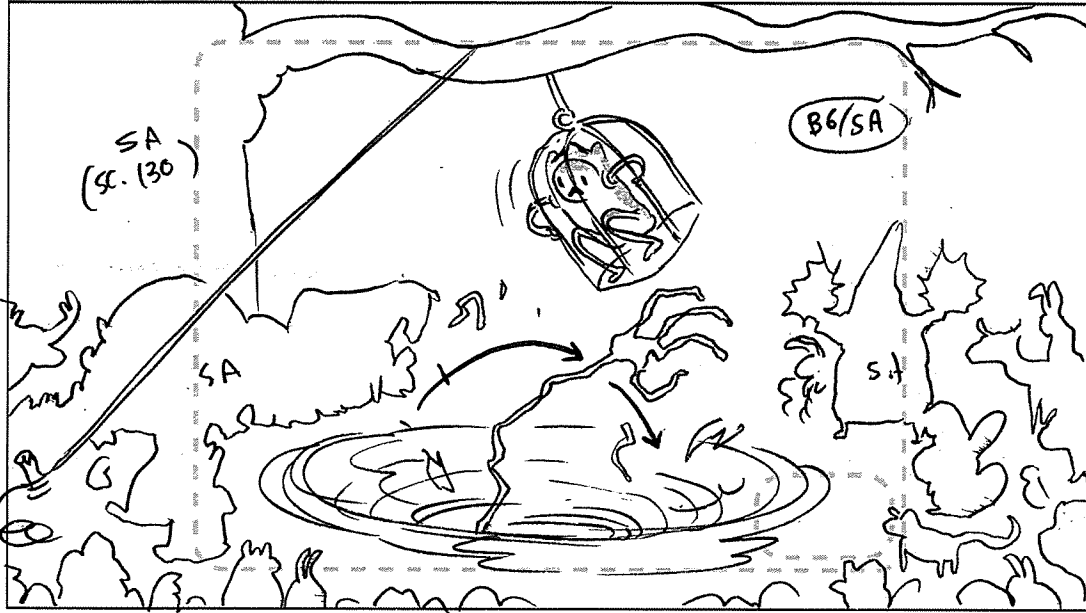
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 162A

Sc. 134 Pnl. C Bg. day night



Dialog:

FINN: YAH!

Action:

SFX: BZZZT!

lightning hand ~~grabs at Finn, which rattles the cage -~~  
then in one motion returns to the vortex

Timing:

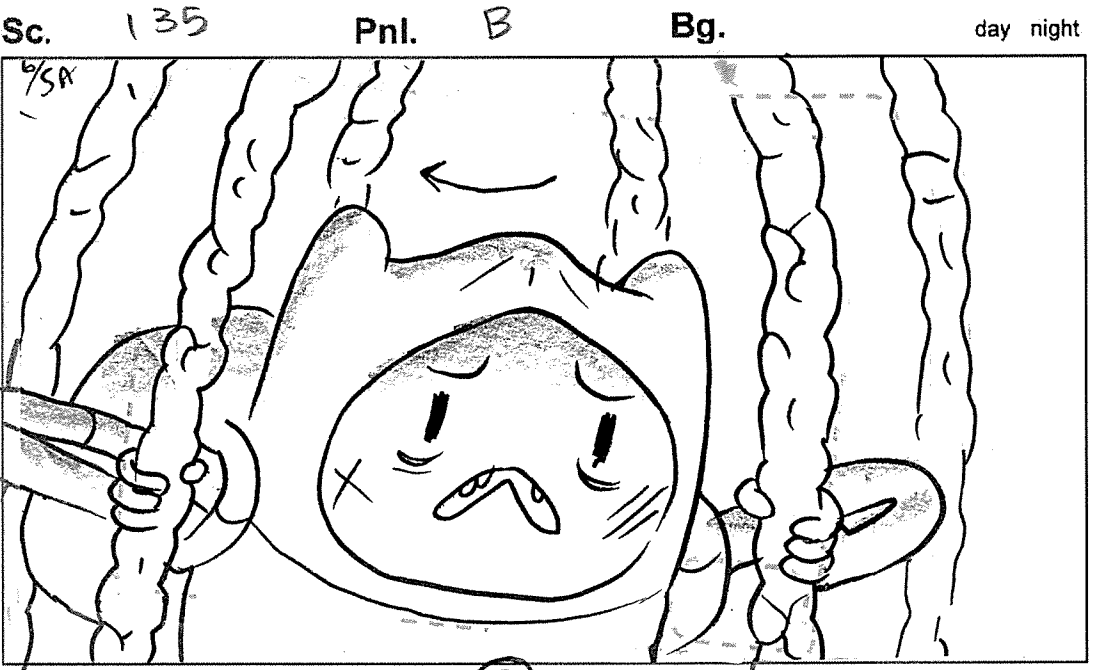
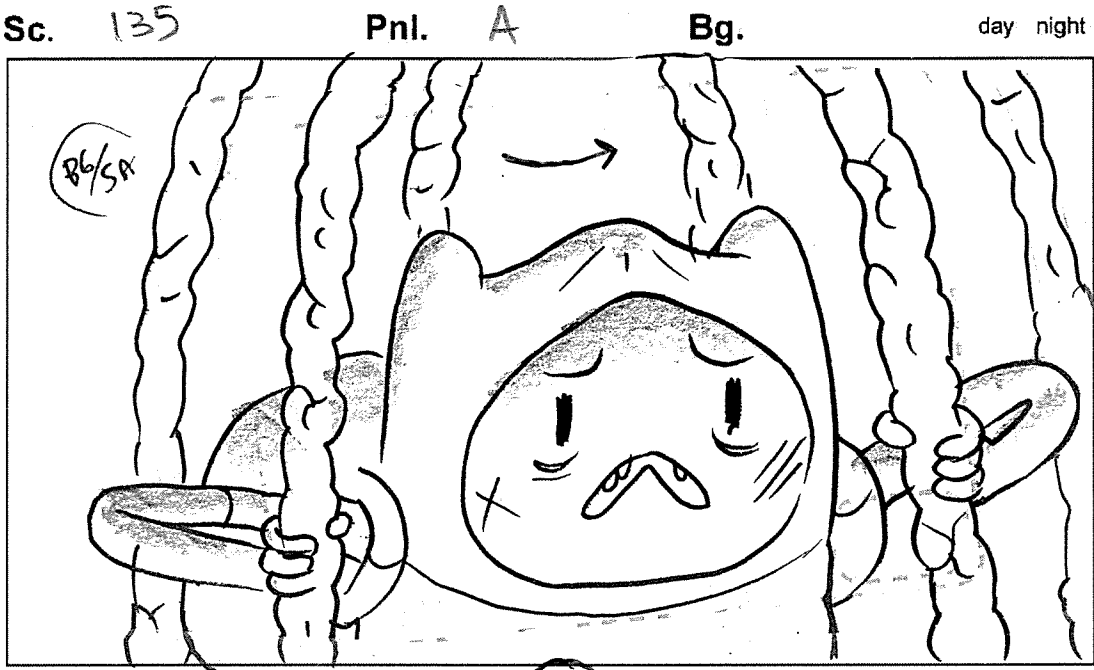
X

EPISODE #  
100230

86

Production :

ADVENTURE TIME



Dialog:

(FINN) D- DON'T I GET A TRIAL OR SOMETHING

Action:

cage swings back and forth slowly between position ① + ②

Timing:

EPISODE # 100230 86A

Production :



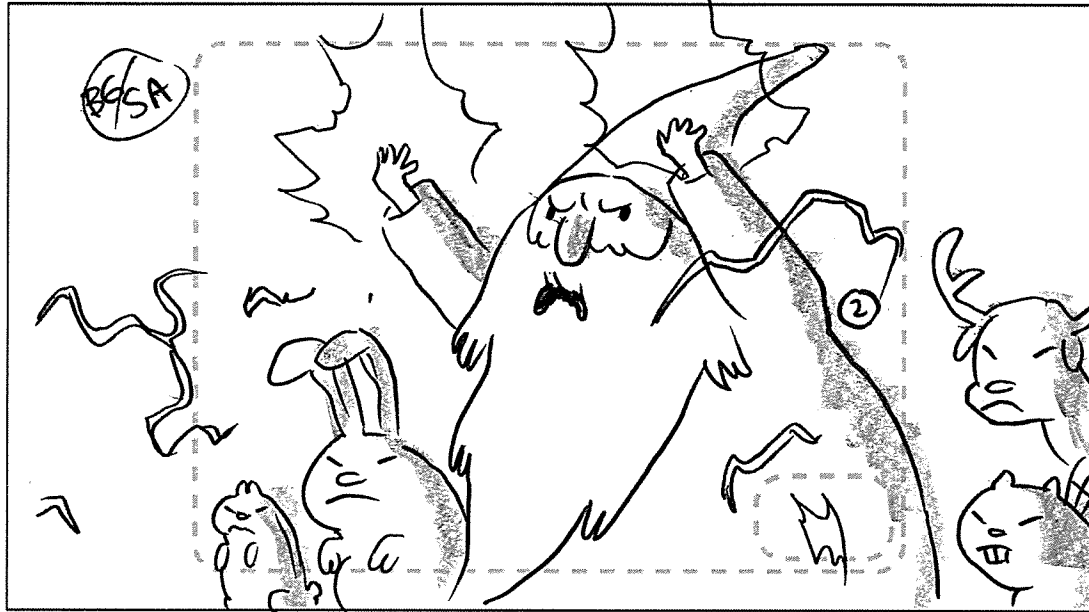
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

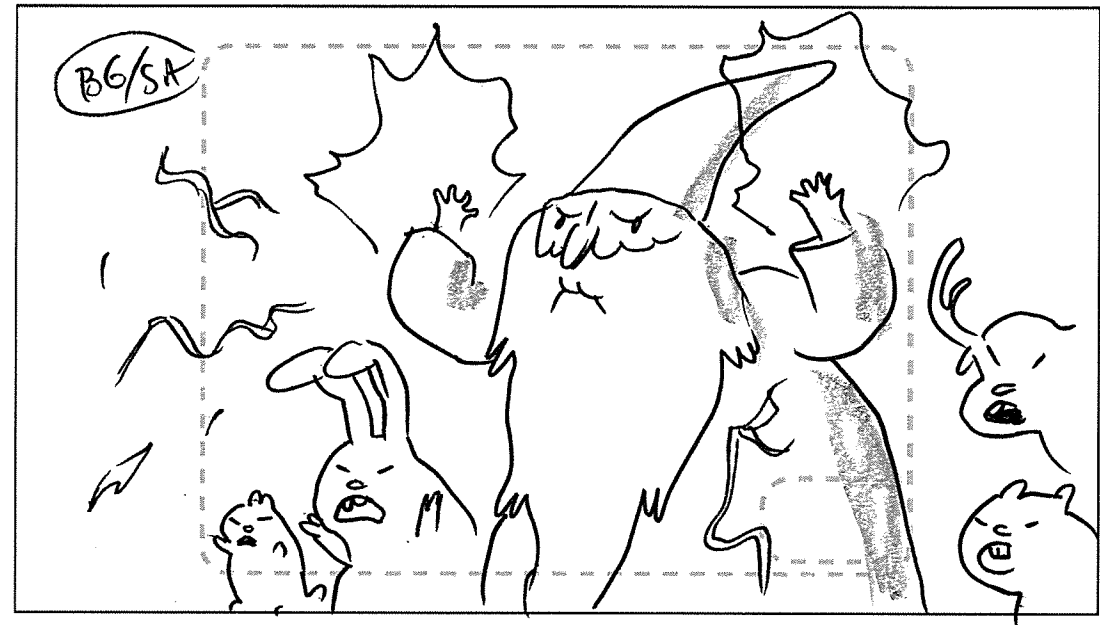


Page 164

Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

F. WIZARD:

NO! LOWER THE CAGE!

①

②

ANIMALS:

HUZZAH!

Action:



Timing:

100230

87

EPISODE #

Production :

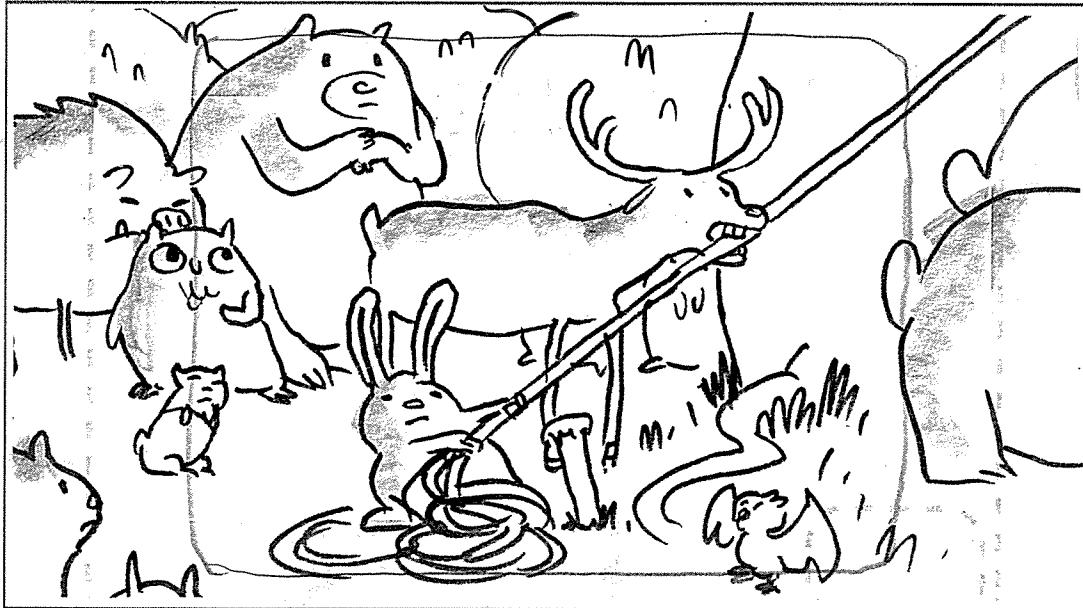
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

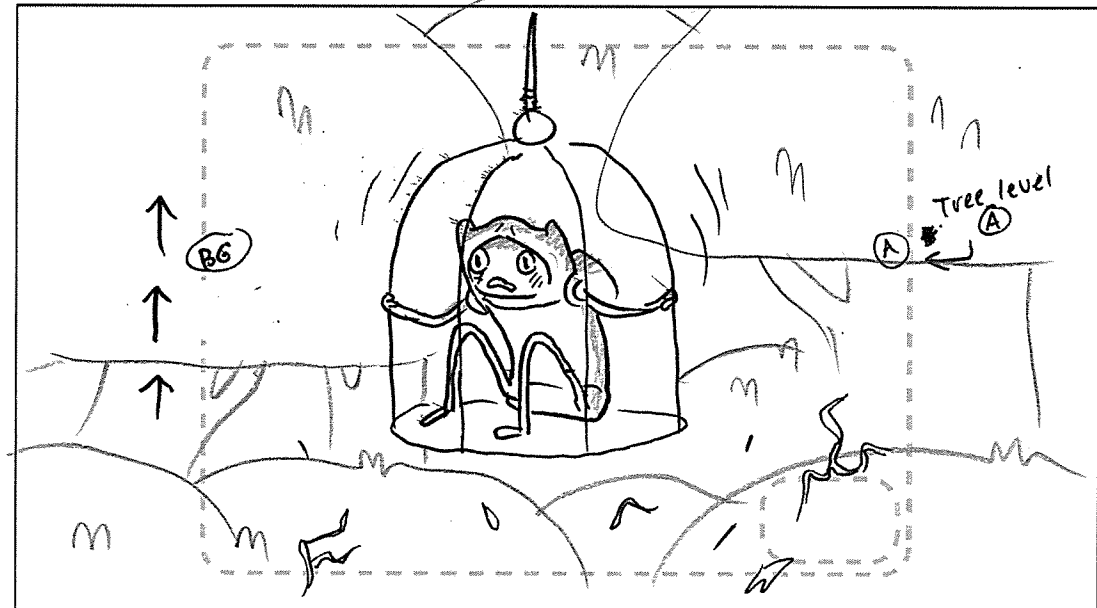


Page 165

Sc. 137 Pnl. A Bg. day night



Sc. 138 Pnl. A Bg. day night

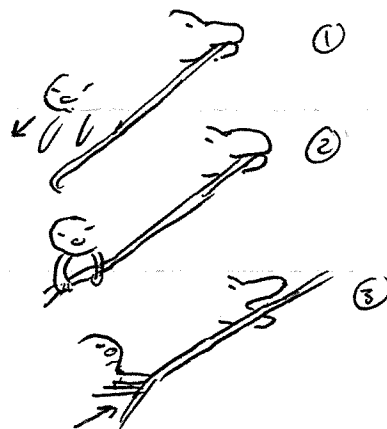


## Dialog:

(FINN): I'M TOTES GONNA DIE!

Action: Animals lower rope - deer clamps while bunny reaches down and grabs rope - deer releases and

Timing: bunny lets an arms length go up - deer clamps again and repeat process.



(ANIMALS): (CHANTING): ooo iggy boo boo  
ooo iggy boo boo  
(repeated in twos)

BG PANS UP IN SMALL REGULAR INTERVALS AS  
CAGE IS LOWERED BY ANIMALS.  
THE CAGE SWAYS AND LURCHES WITH EACH  
DROP

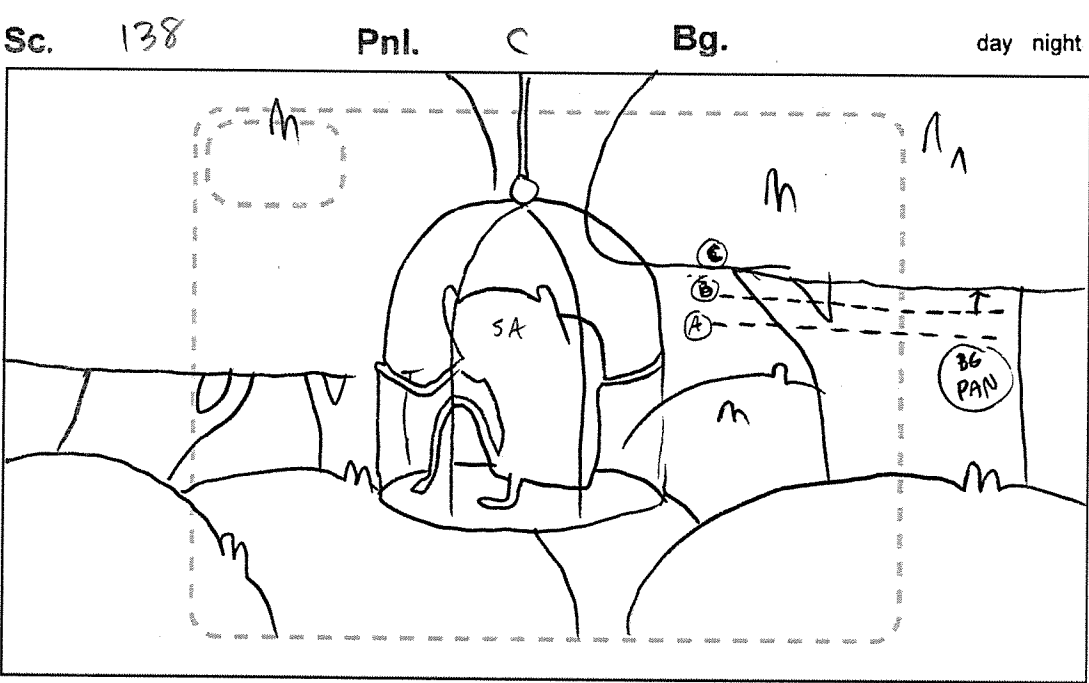
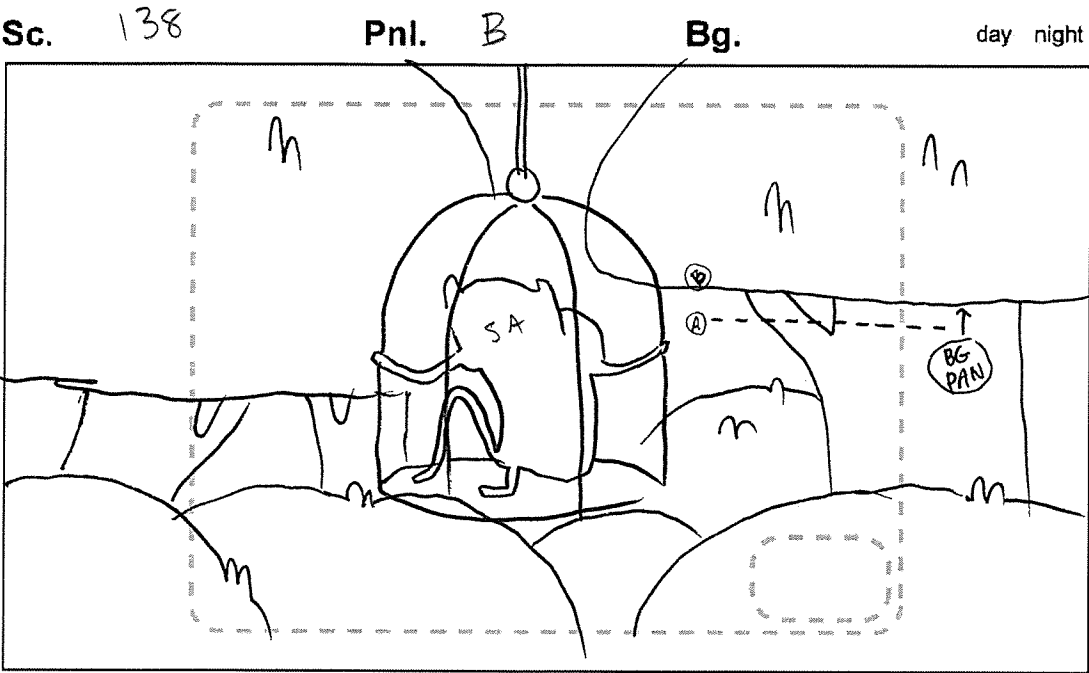
100230

88

EPISODE #

Production :

ADVENTURE TIME



Dialog:

FINN: AND NOW JAKE WON'T GET HIS STORY - AND HE'LL DIE TOO!

ANIMALS: Chanting

Action:

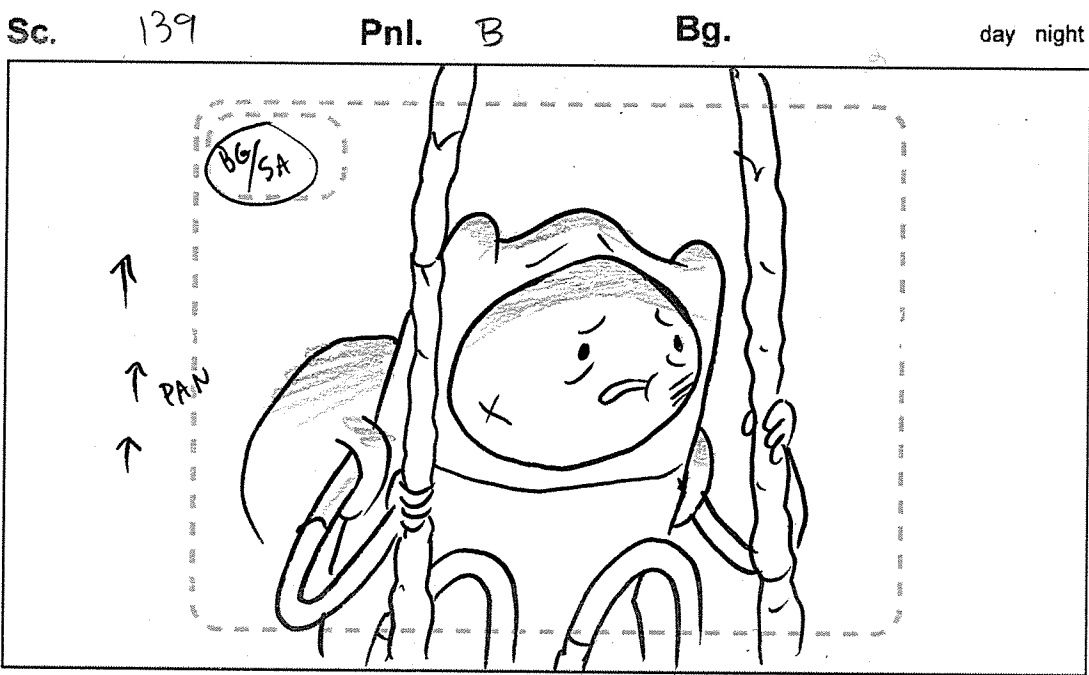
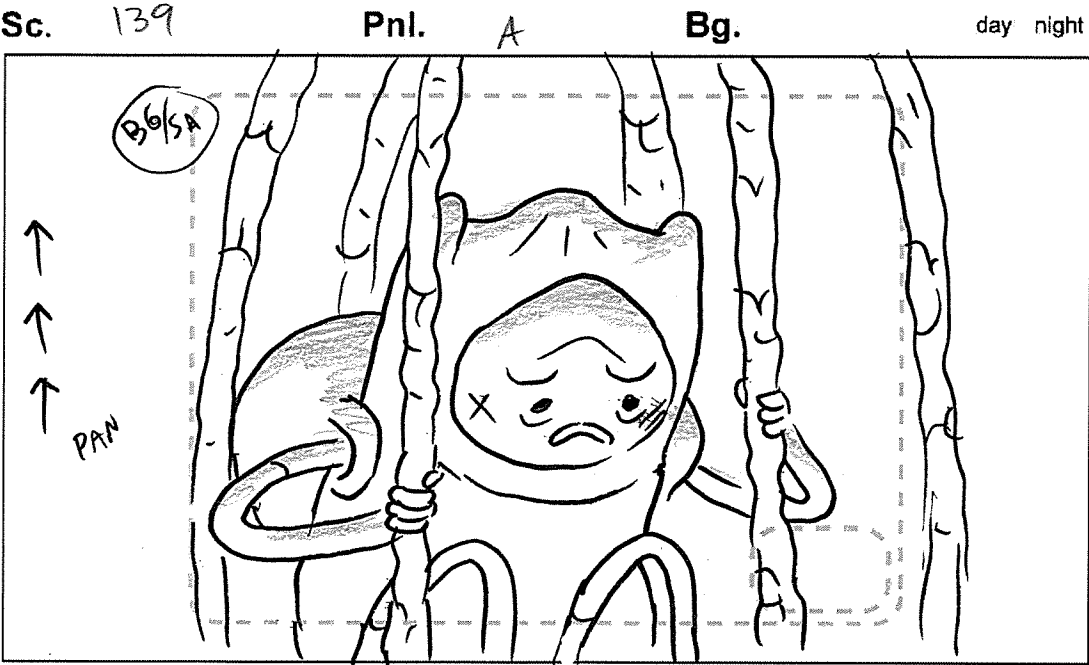
Timing:

10023088A

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
(FINN):	unless maybe he hears about me dying from someone else, I guess...
(ANIMALS):	chanting
Action:	
BG continues pan	
Timing:	

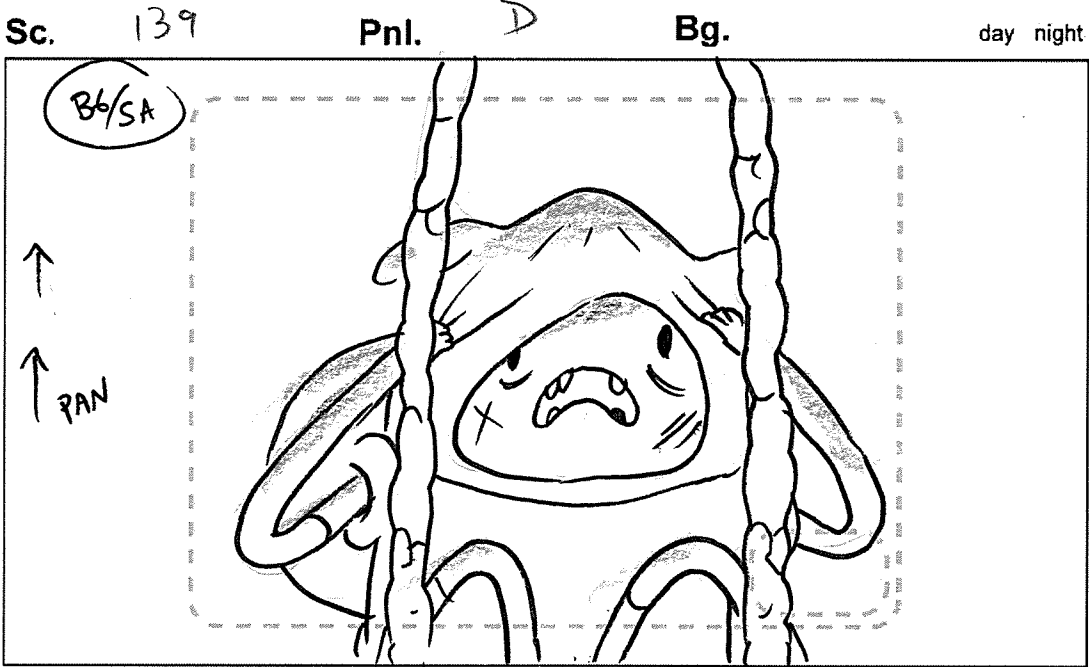
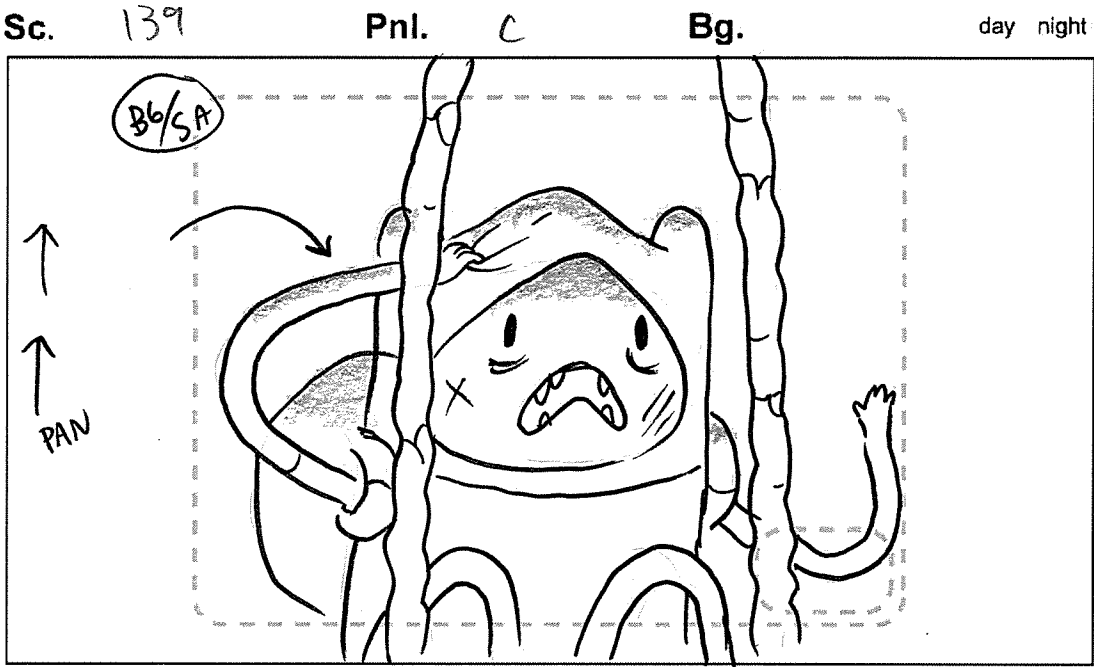
(FINN): it is a pretty good story...

(ANIMALS): chanting

BG continues pan

100230  
89  
EPISODE #  
Production :

ADVENTURE TIME



Dialog:	
(FINN):	OH NO WAIT - THE LIST!
(ANIMALS):	Chanting
Action:	
BG pans	
Timing:	

Dialog:	
(FINN):	I STILL DON'T HAVE A HAPPY ENDING!
(ANIMALS):	Chanting
Action:	
BG pans	
Timing:	

90230  
100230

EPISODE #

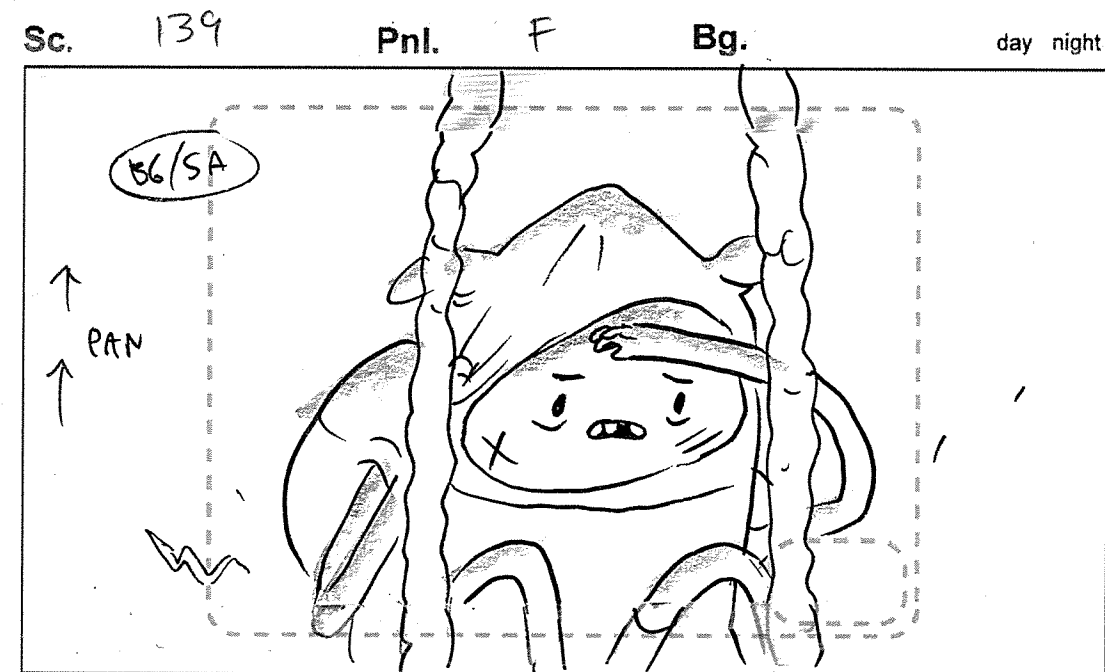
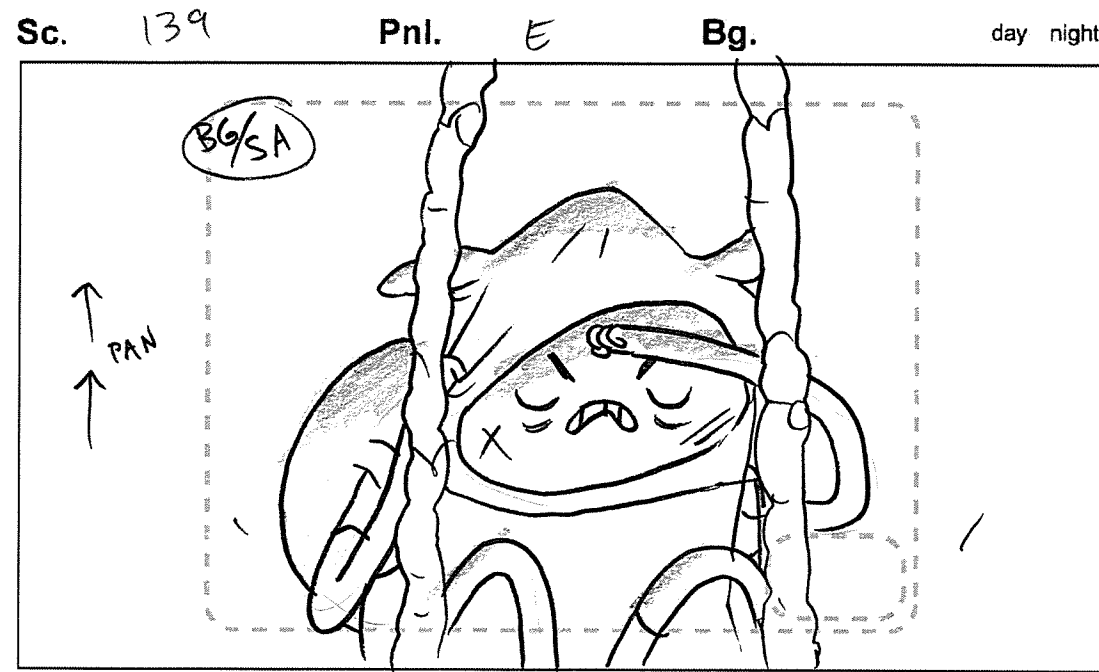
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 169



Dialog:

(FINN:) Think - think - um -

(ANIMALS:) Chanting

Action:

(FINN:) What's that "happy ending" spell  
the Mermaid Queen taught me?

(ANIMALS:) Chanting

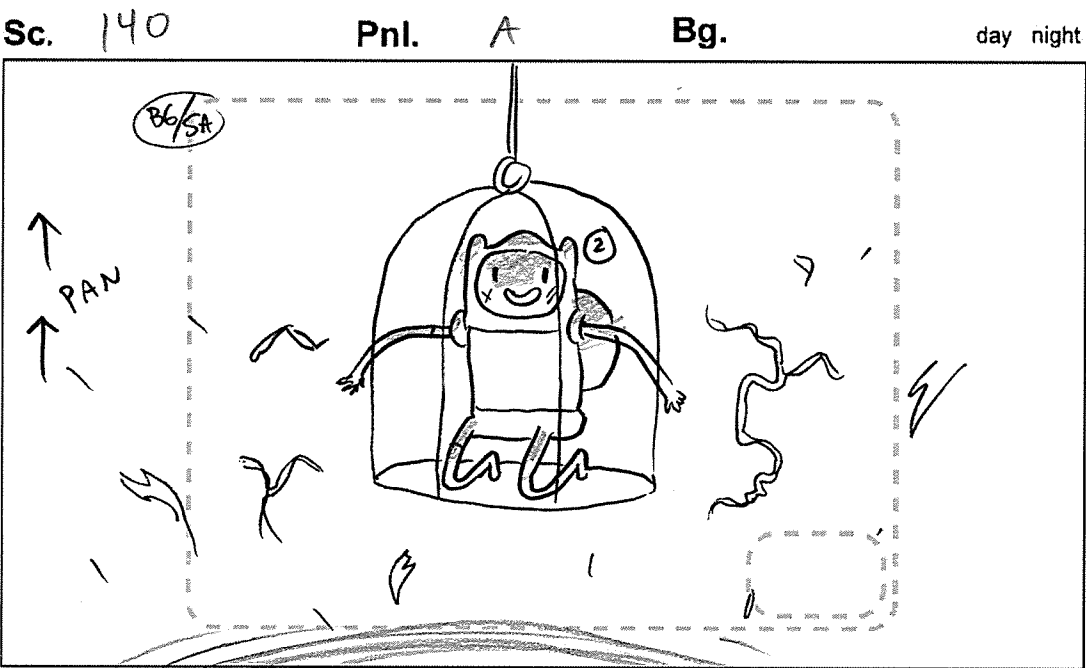
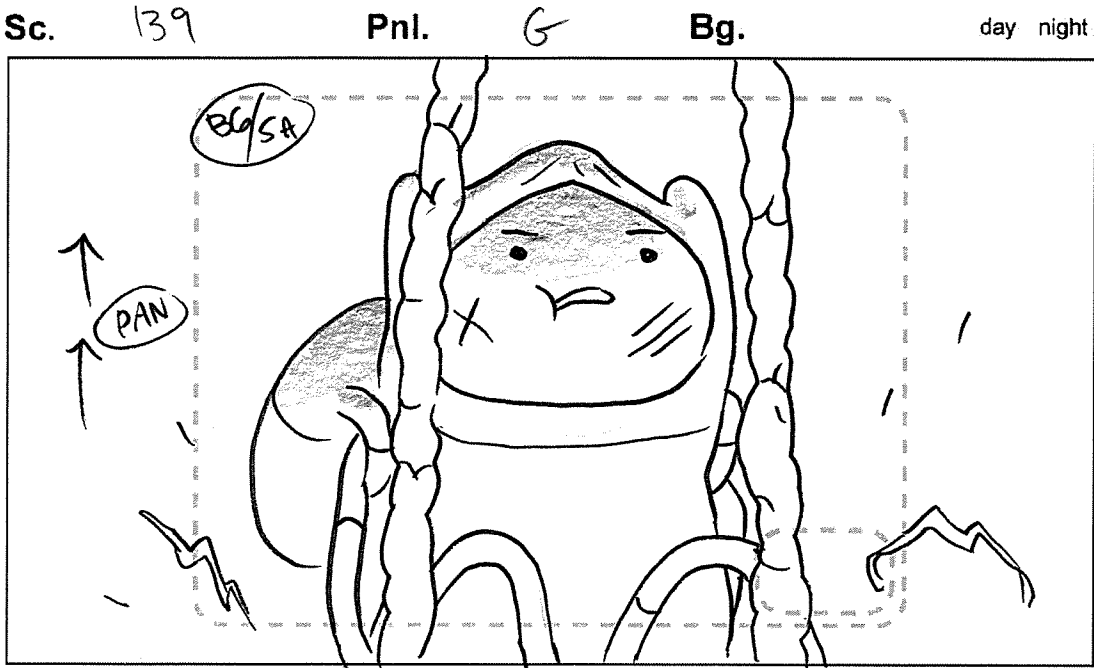
Timing:

EPISODE # 100230

91

Production :

ADVENTURE TIME



Dialog:

FINN: No, wait - that only works underwater.

ANIMALS: Chanting

FINN: ① um, um -  
② OH! I've got it!

ANIMALS: CHANTING

Action:

Timing:



100230

EPISODE #

92

Production :

# ADVENTURE TIME



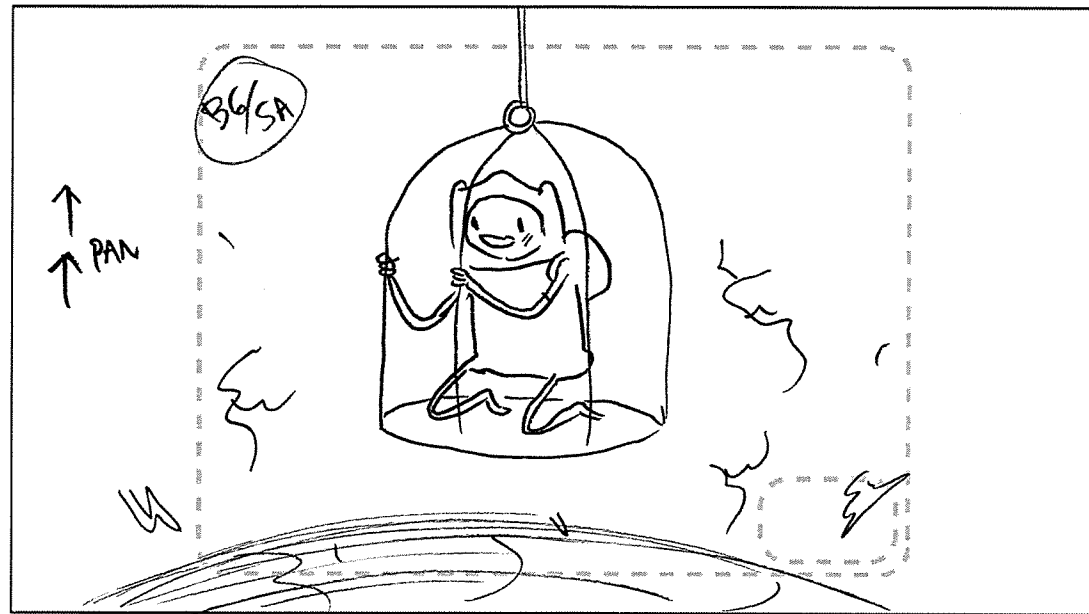
Page 171

Sc. 140

Pnl. B

Bg.

day night

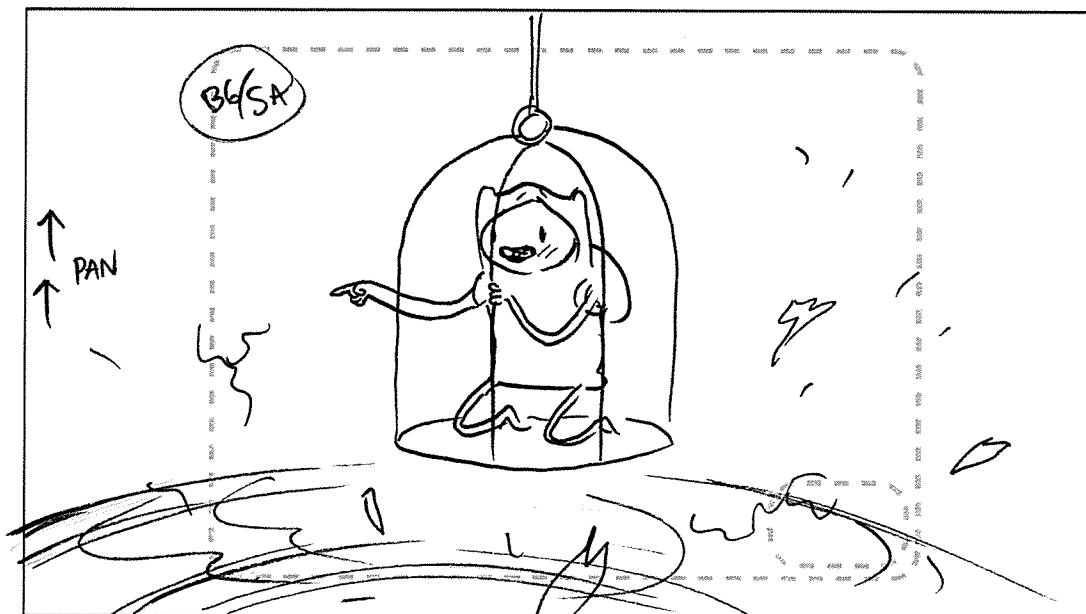


Sc. 140

Pnl. C

Bg.

day night



Dialog:

(FINN): okay y'all- I may not be getting a happy ending,

(ANIMALS): chanting

Action:

CAGE ~~stops~~ STOPS DROPPING AFTER FINN SPEAKS

Timing:

(FINN): -but it's not too late for you-

(ANIMALS): -chanting trails off as finn speaks

Production :

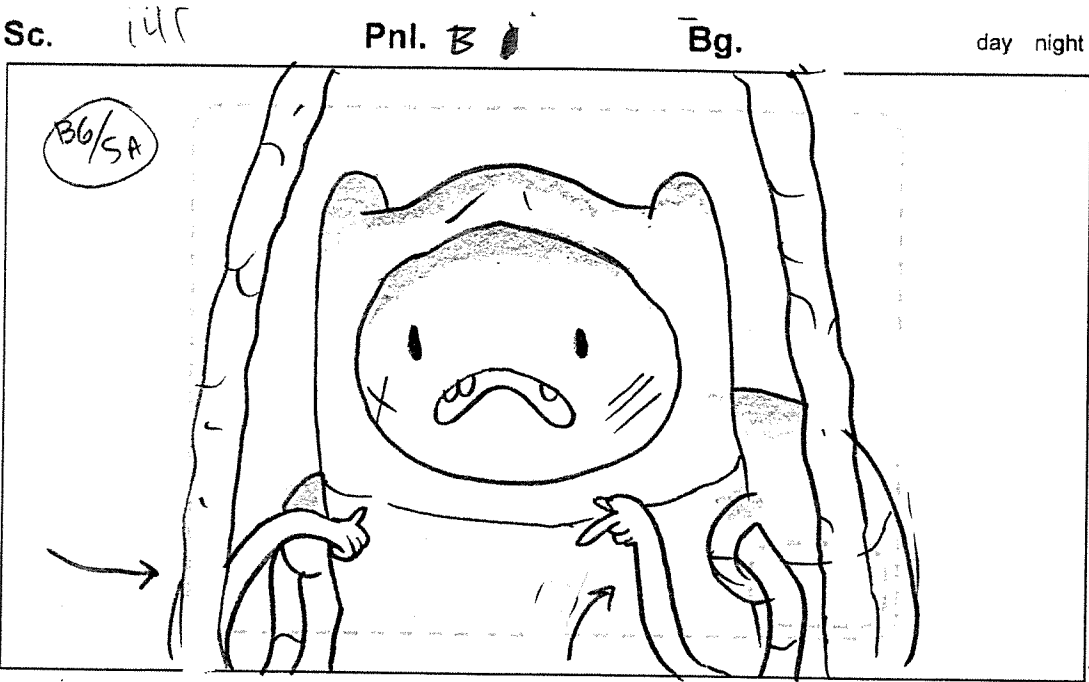
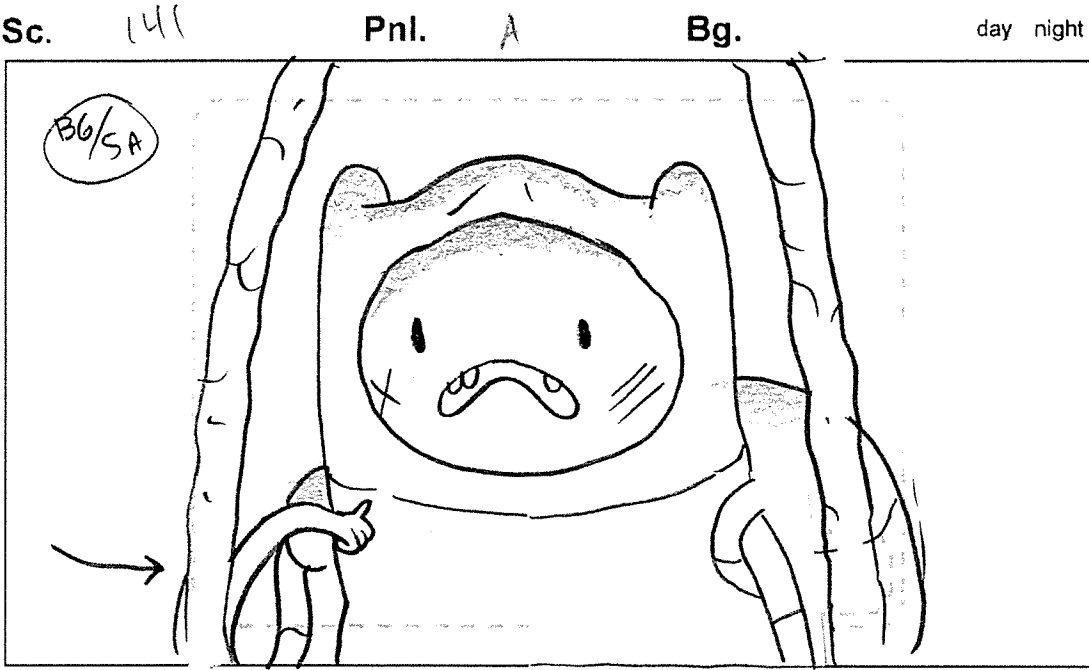
EPISODE #

93

100230



ADVENTURE TIME



Dialog: (F) I may be busy dying but

(FINN) yall need to get busy living!

Action: \_\_\_\_\_

Timing: \_\_\_\_\_

100230

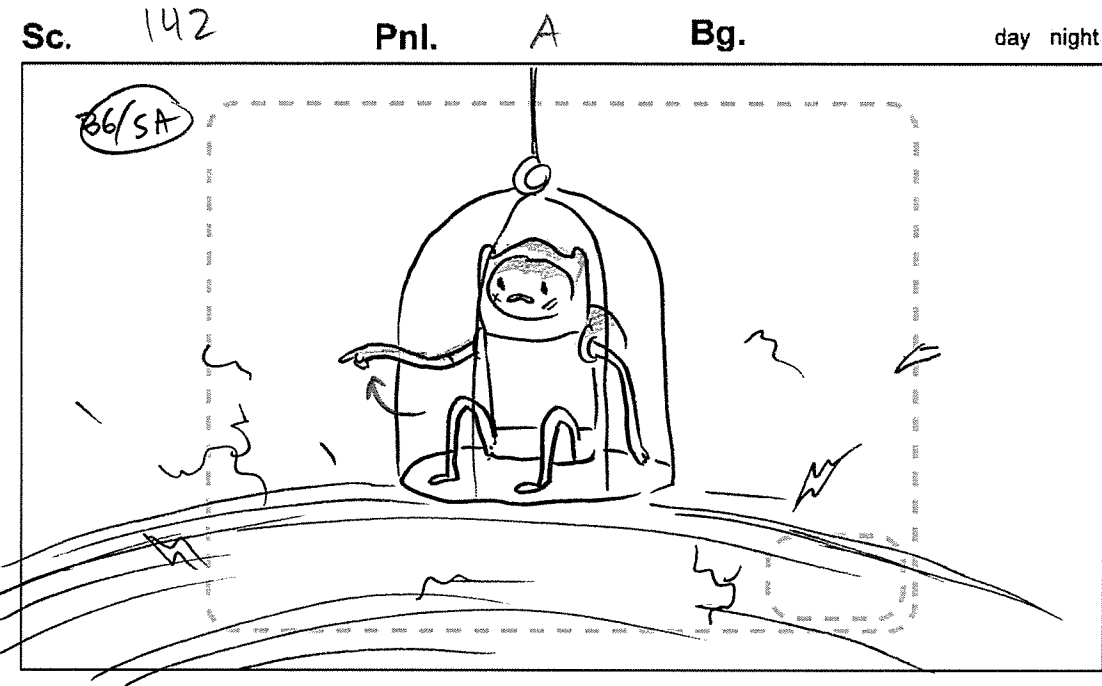
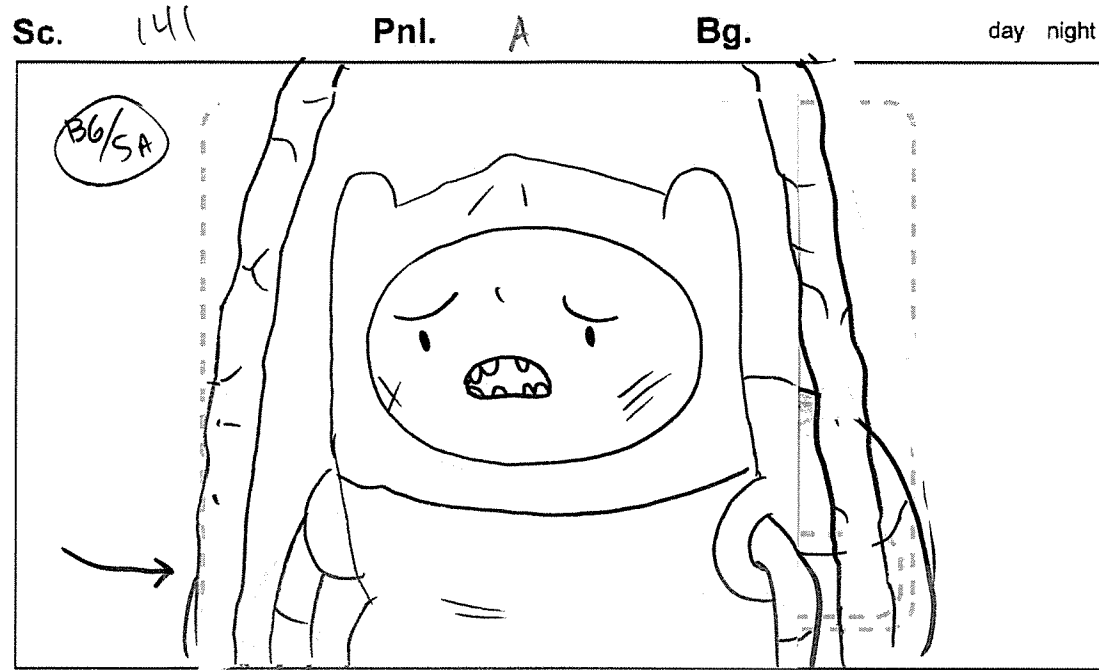
EPISODE #

Production :

# ADVENTURE TIME



Page 172A



Dialog: (F:) Y'all are living some unhappy lives!

Action

Timing

(FINN:) You - Boobafina -

100230

EPISODE #

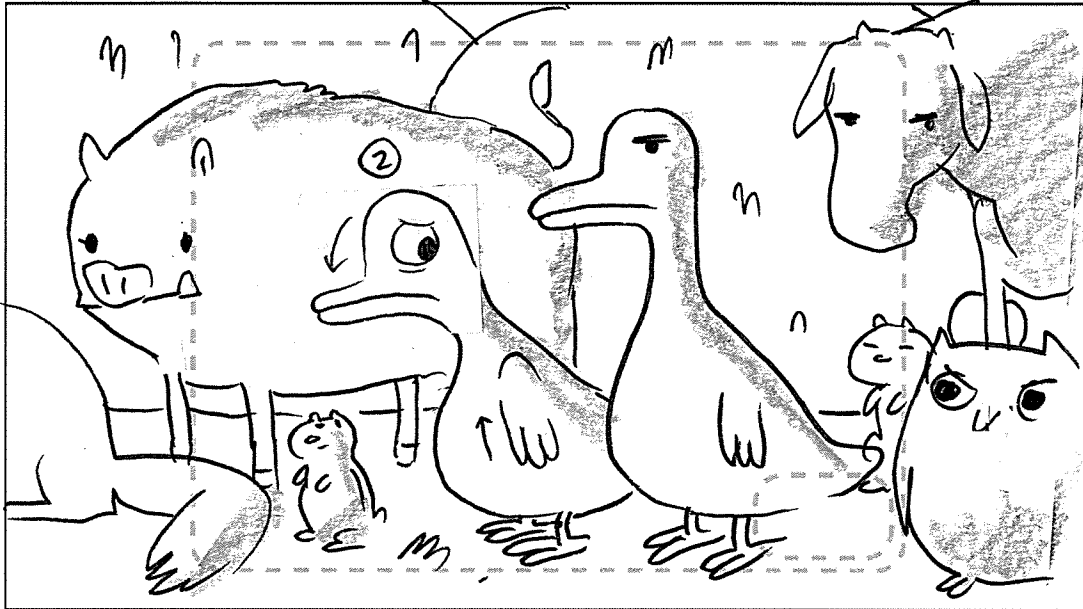
Production :

# ADVENTURE TIME

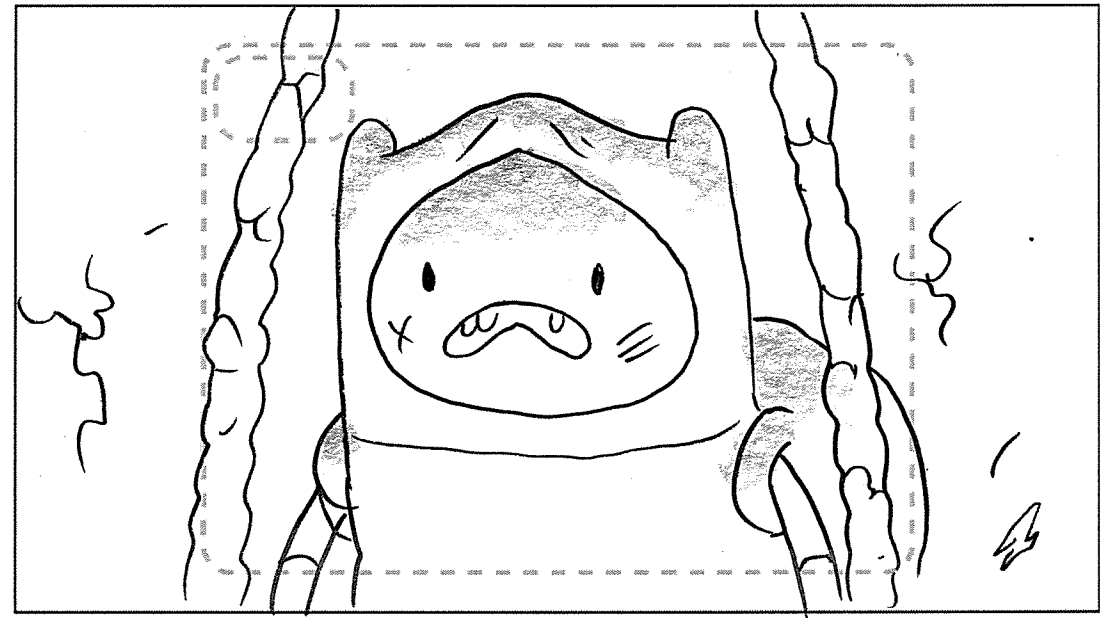


Page 173

Sc. 143 Pnl. A Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog:

Action:

Timing:



DUCK SHIES  
FROM THE  
ATTENTION.

FINN: You love Mr. Goose! you just  
need to tell him!

EPISODE # 100230

95

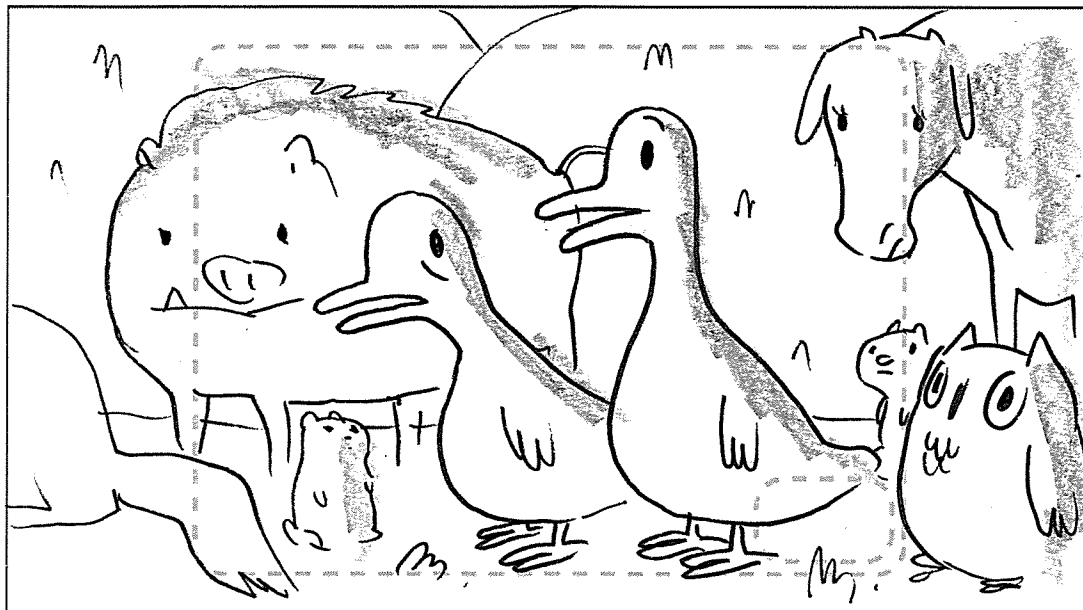
Production :

# ADVENTURE TIME

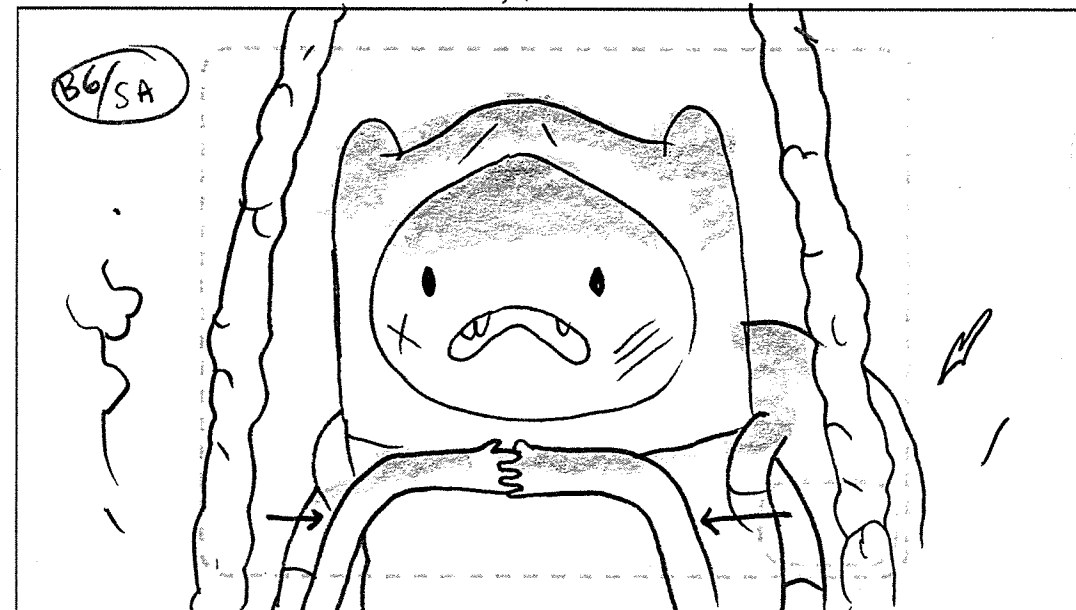


Page 174

Sc. 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

MR. GOOSE: What?

FINN: Yeah, she loves you -  
Y'all just need to hook it up!

Action:

Timing:

109230  
1096

EPISODE #

Production :

# ADVENTURE TIME



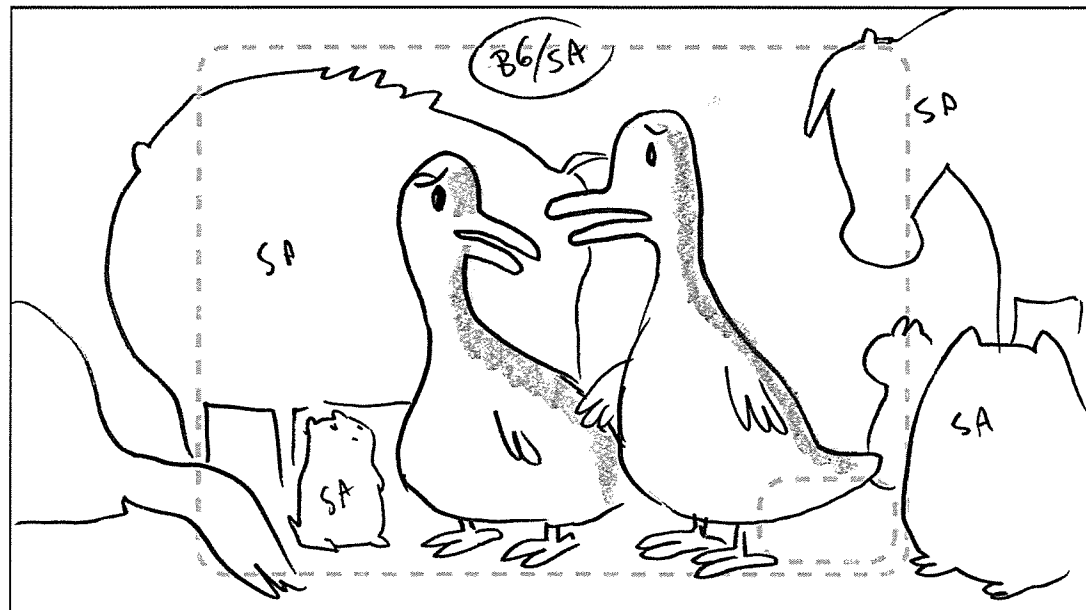
Page 175

Sc. 147

Pnl. A

Bg.

day night

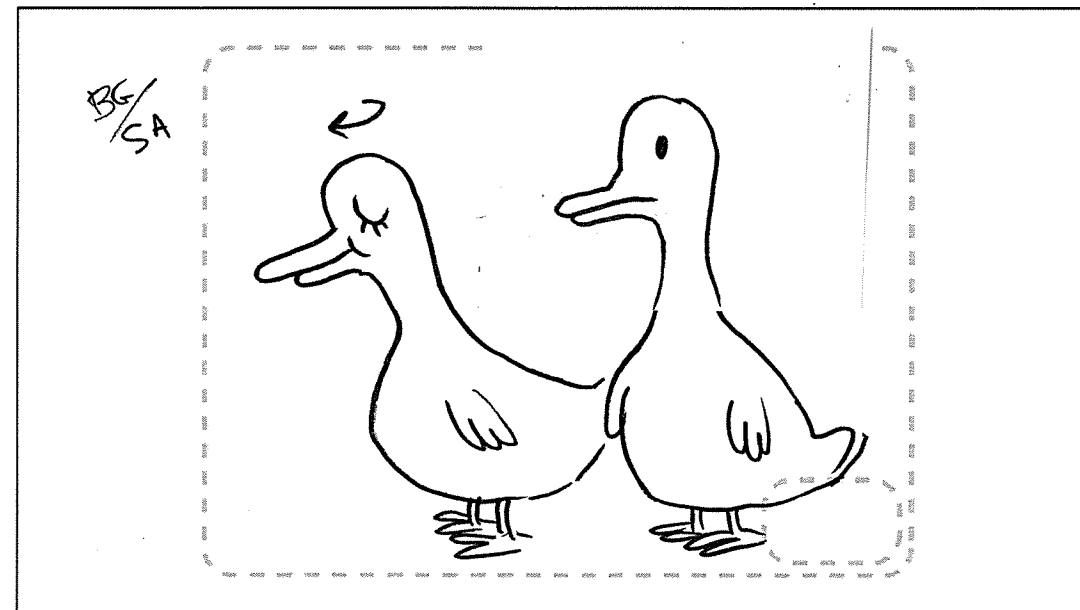


Sc. 147

Pnl. B

Bg.

day night



Dialog:

(MR. GOOSE) I - I've been ~~was~~ wanting to  
date you for years -  
You really love me?

(BOOBAFINA) I do...

Action:

Timing:

EPISODE # 100230

97

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

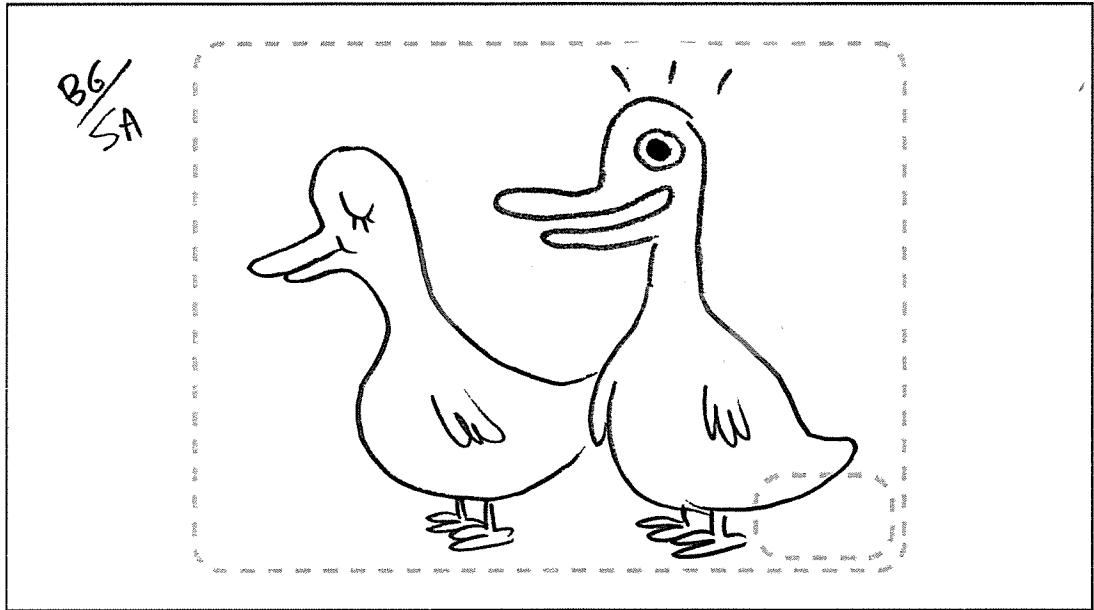


Sc. 147

Pnl. C

Bg.

day night

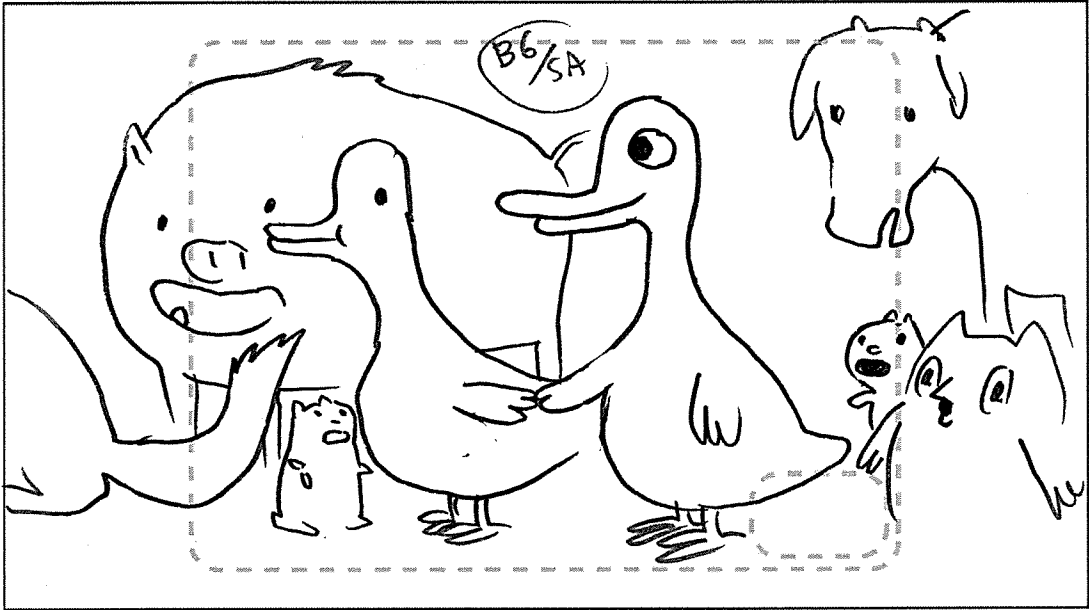


Sc. 147

Pnl. D

Bg.

day night



Dialog:	ANIMALS: HUZZAH!
Action:	
Timing:	

Production :  
EPISODE # 100230 98

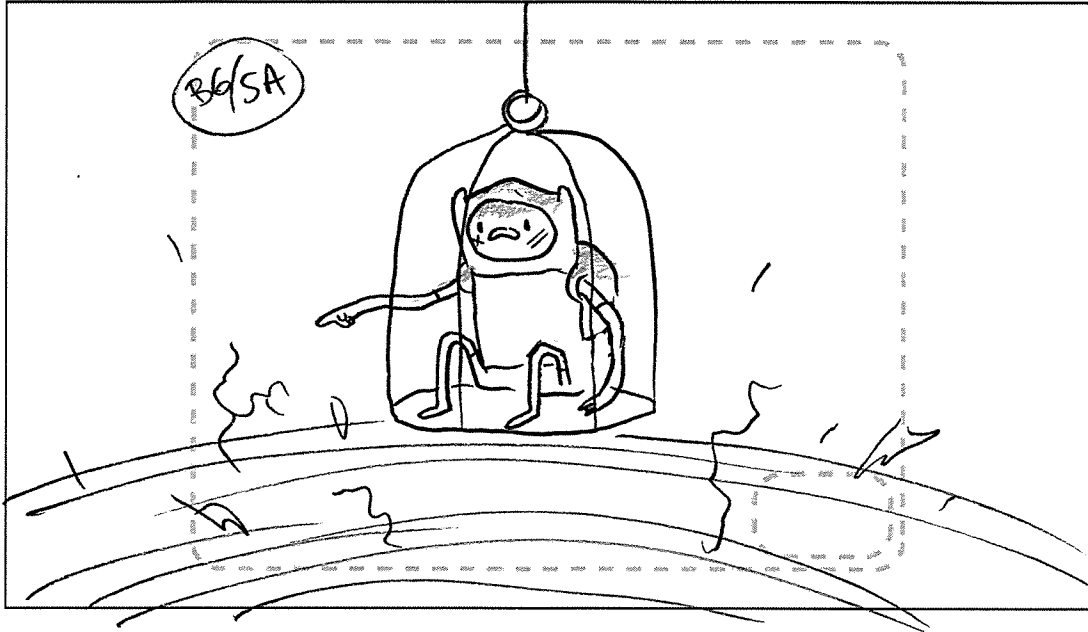
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

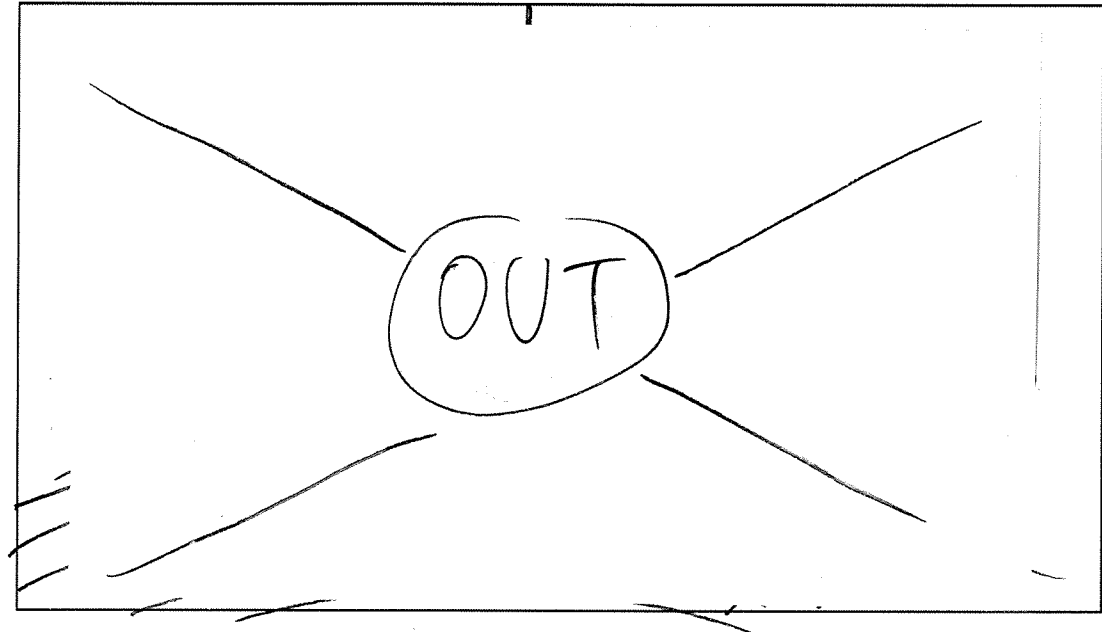


Page 177

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

(F:) And you - Mr. Fox -

Action:

Timing:

EPISODE # 100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



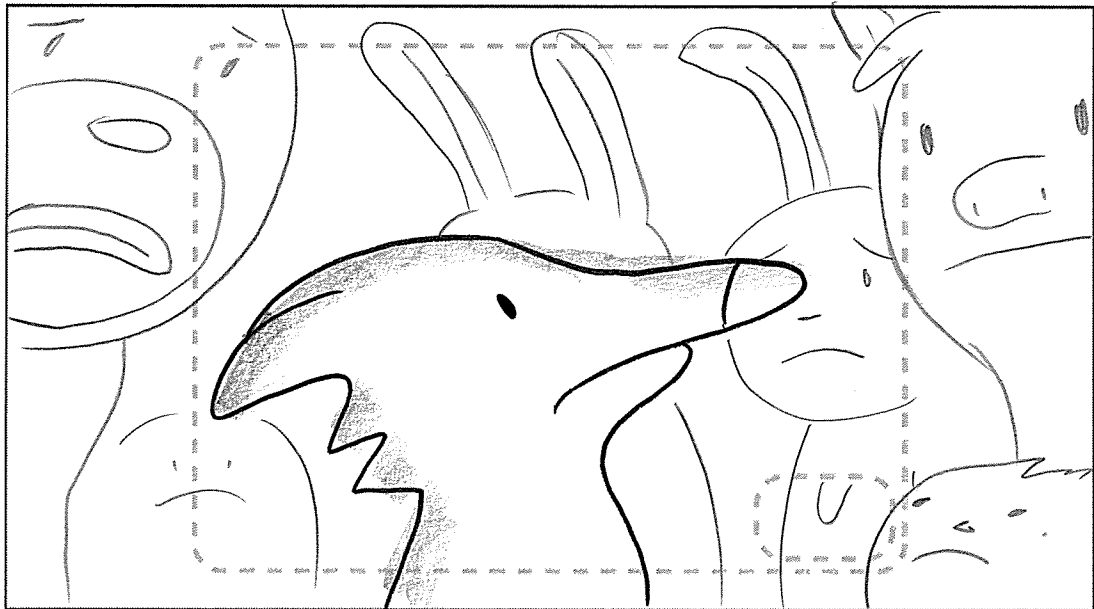
Page 177A

Sc. 148A

Pnl. A

Bg.

day night

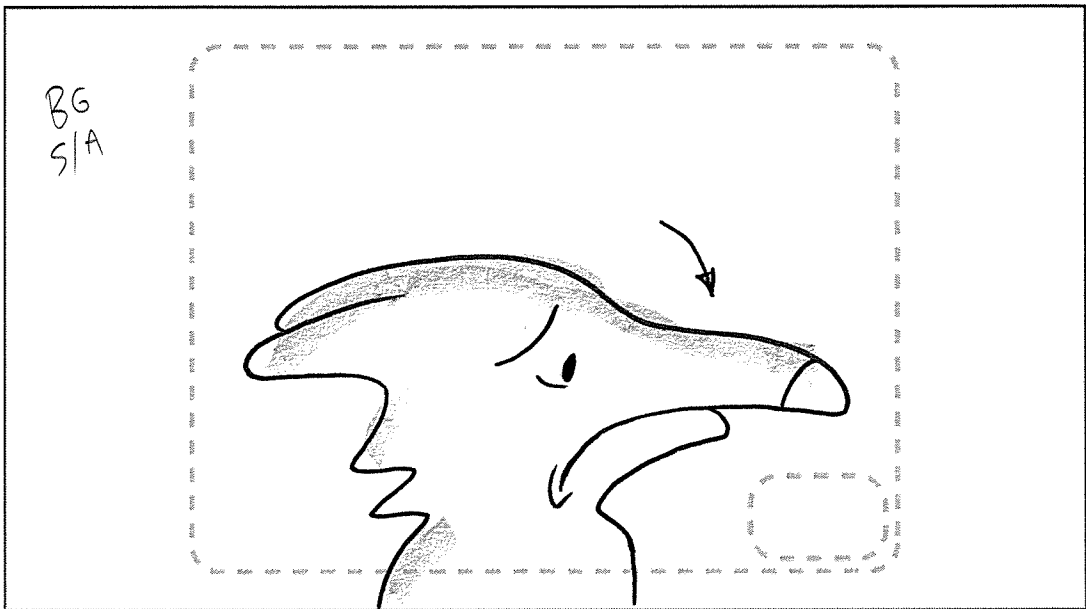


Sc.

Pnl. B

Bg.

day night



Dialog: (FINN) (O/S) You need to face facts, man- (FINN) (O/S): Boobafina's not interested.

Action:

Timing:

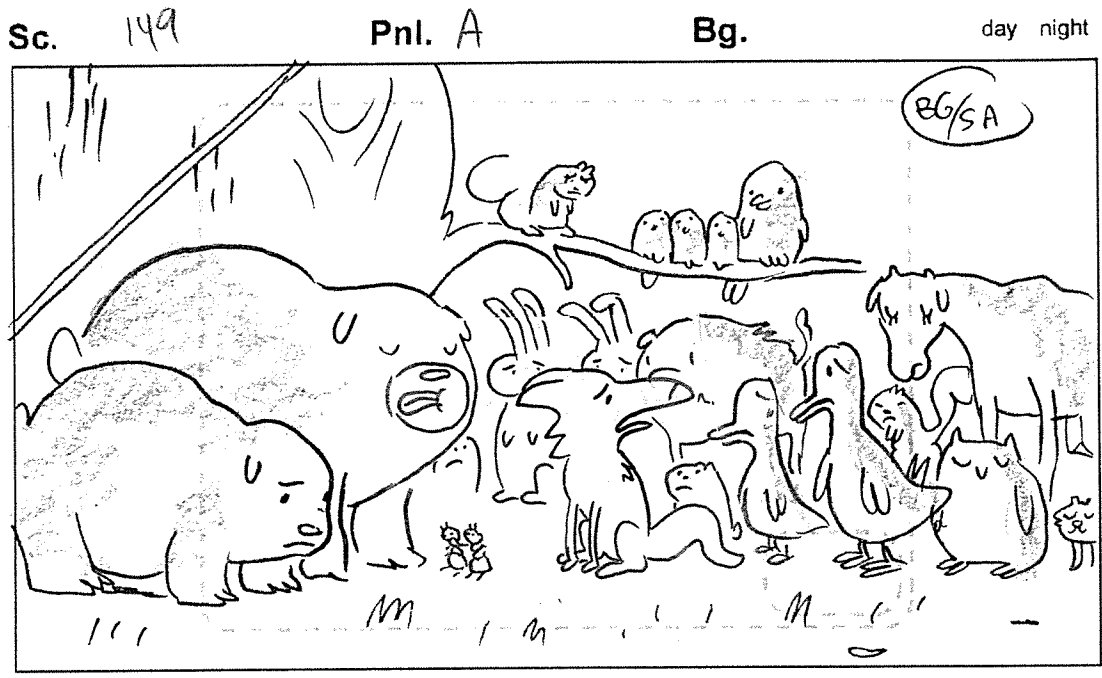
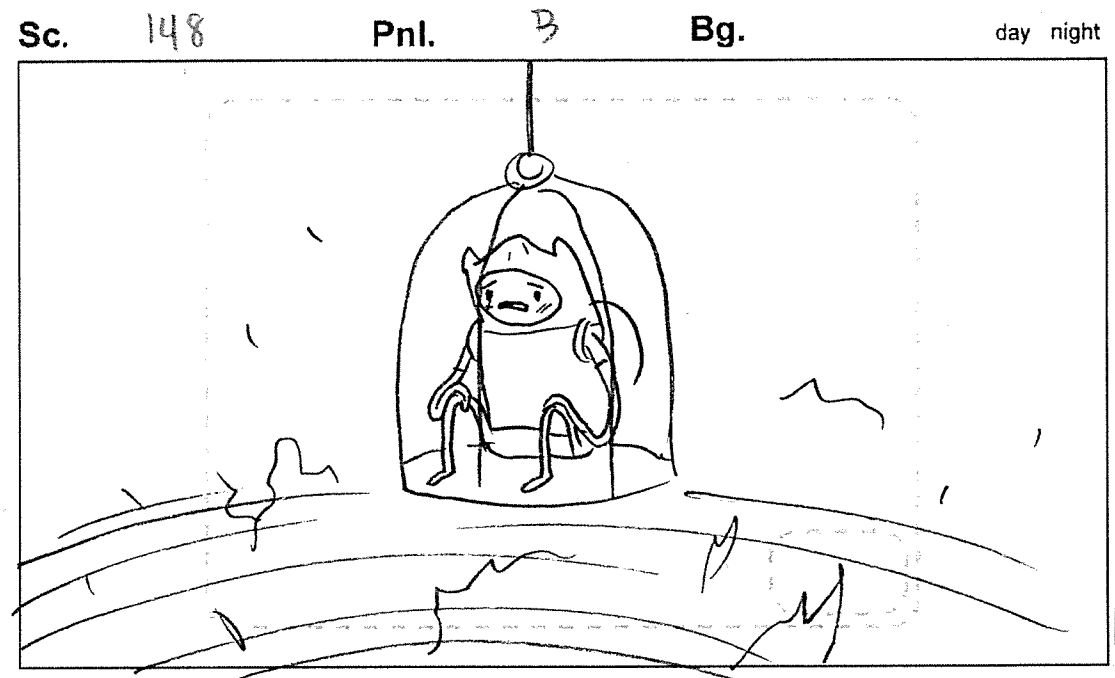
EPISODE # 100220

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



FINN: It's good that it's out in the open. It's time to move on.

Dialog: Fox! it's true...

Action:

Timing:

EPISODE #

Production :

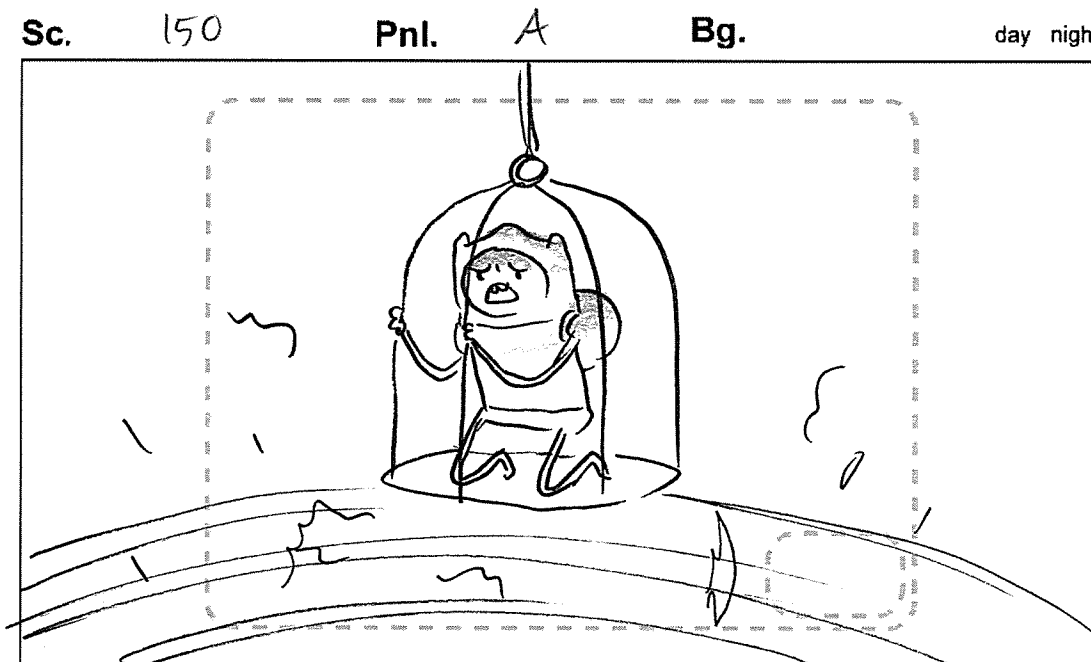
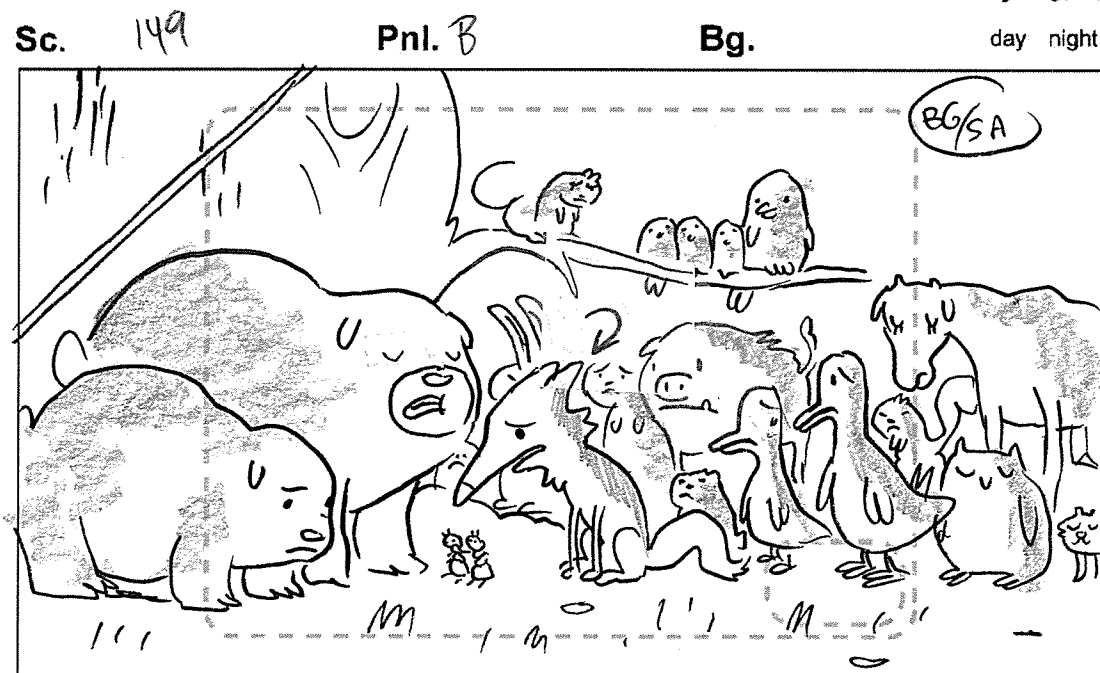
100230

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 178



Dialog:	<p>(FOX!) it's for the best.</p> <p>(FINN:) And hey! Jerky teenage bear -</p>
Action:	<p>FOX HANGS Head sadly</p>
Timing:	

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 179

Sc. 151

Pnl. A

Bg.

day night

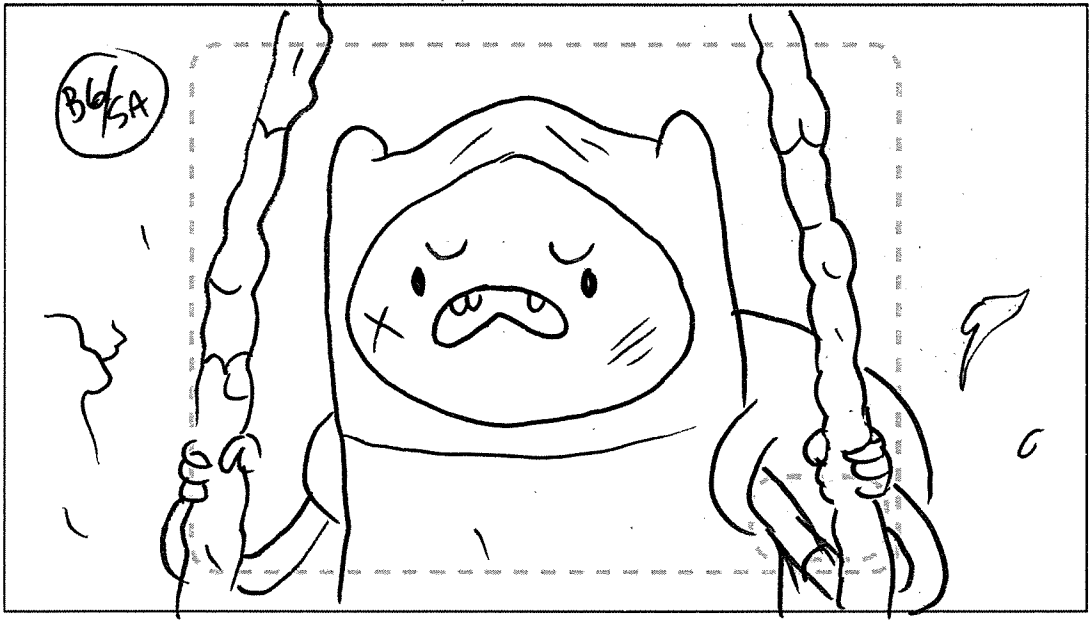


Sc. 152

Pnl. A

Bg.

day night



Dialog:

BEAR: WHAT!?

FINN: YOUR MOM IS RIGHT!

Action:

Timing:

EPISODE # 100230

101

Production :

# ADVENTURE TIME



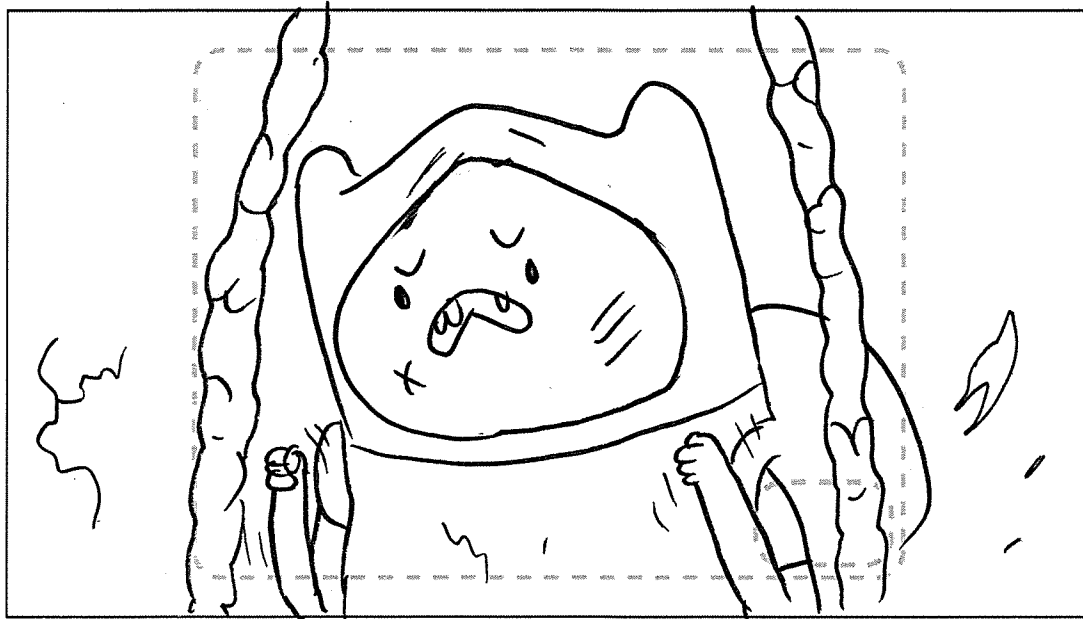
Page 180

Sc. 152

Pnl. B

Bg.

day night

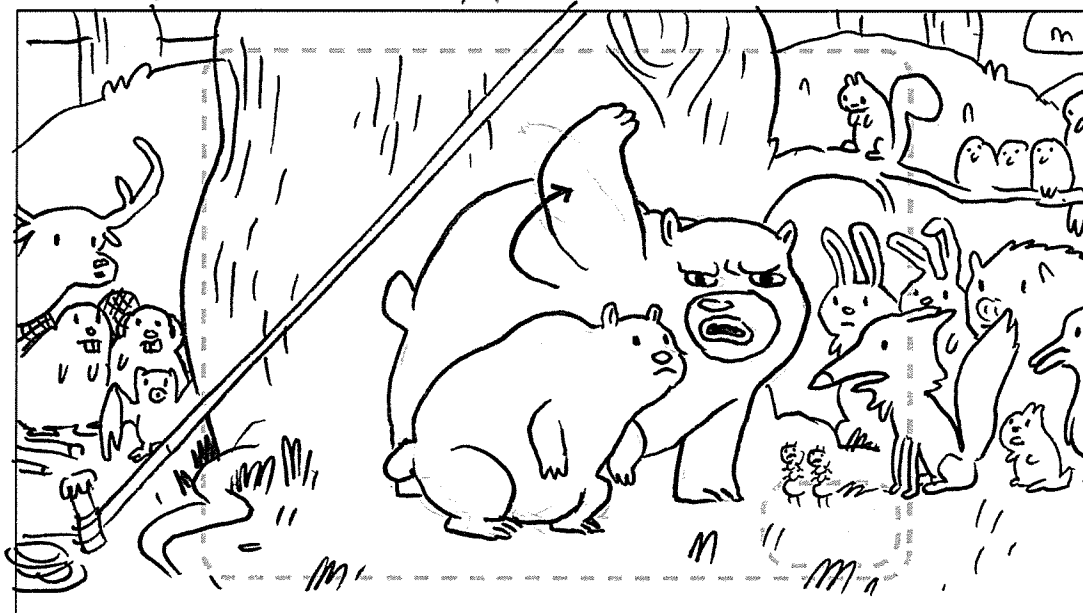


Sc. 153

Pnl. A

Bg.

day night



Dialog:

FINN: YOU SHOULDN'T GO AROUND  
FIGHTING STRANGERS IN THE FOREST!

MAMA BEAR: YEAH!

Action:

Timing:

EPISODE # 100230

Production :

ADVENTURE TIME

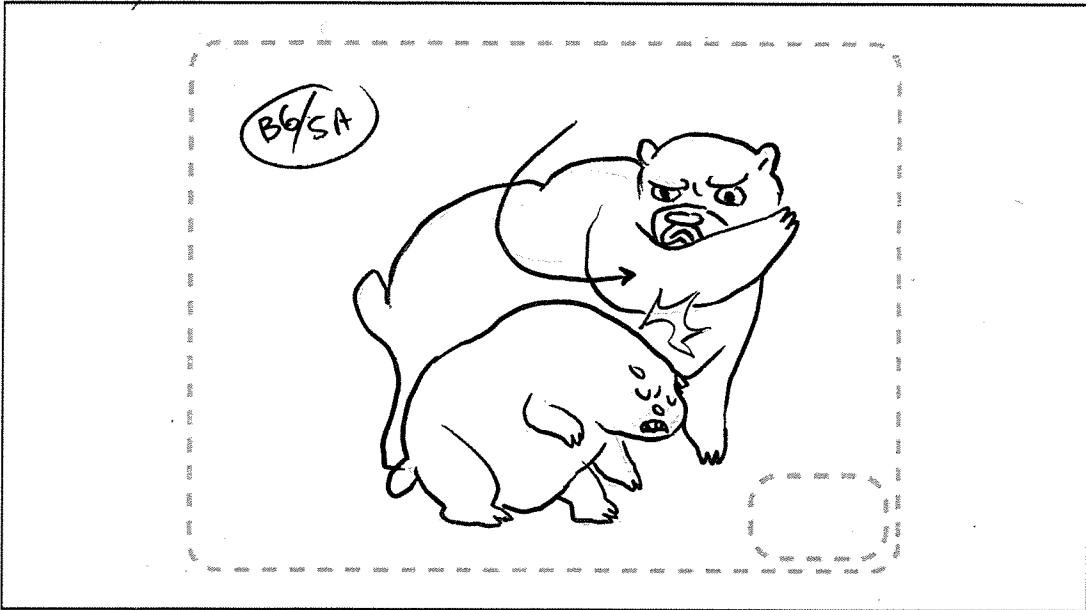


Sc. 153

Pnl. B

Bg.

day night

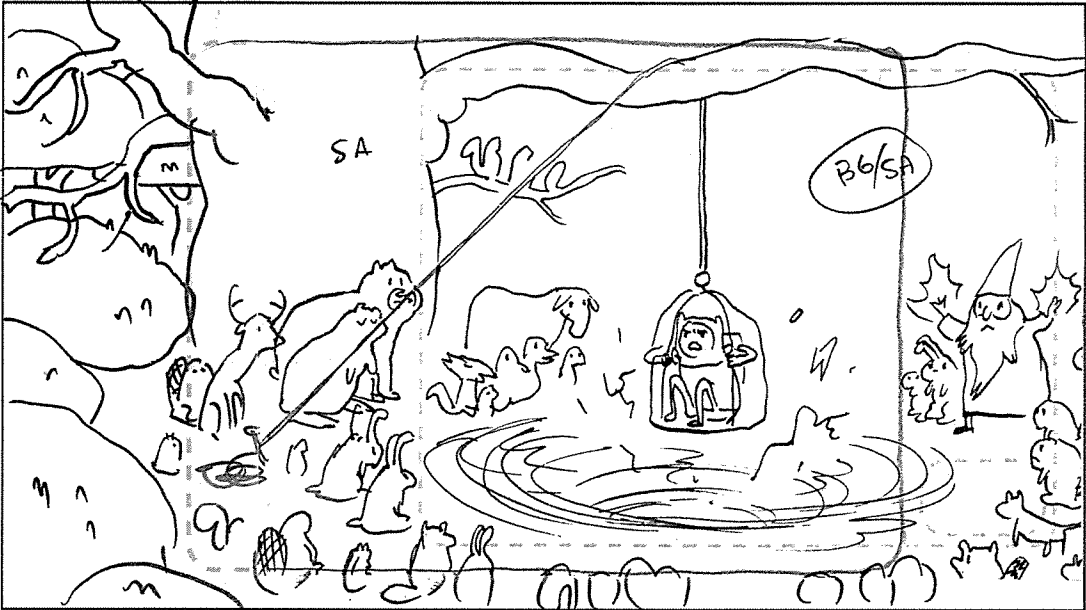


Sc. 154

Pnl. A

Bg.

day night



Dialog:

FINN: MAMA BEAR!

Action:

SFX: SMACK!

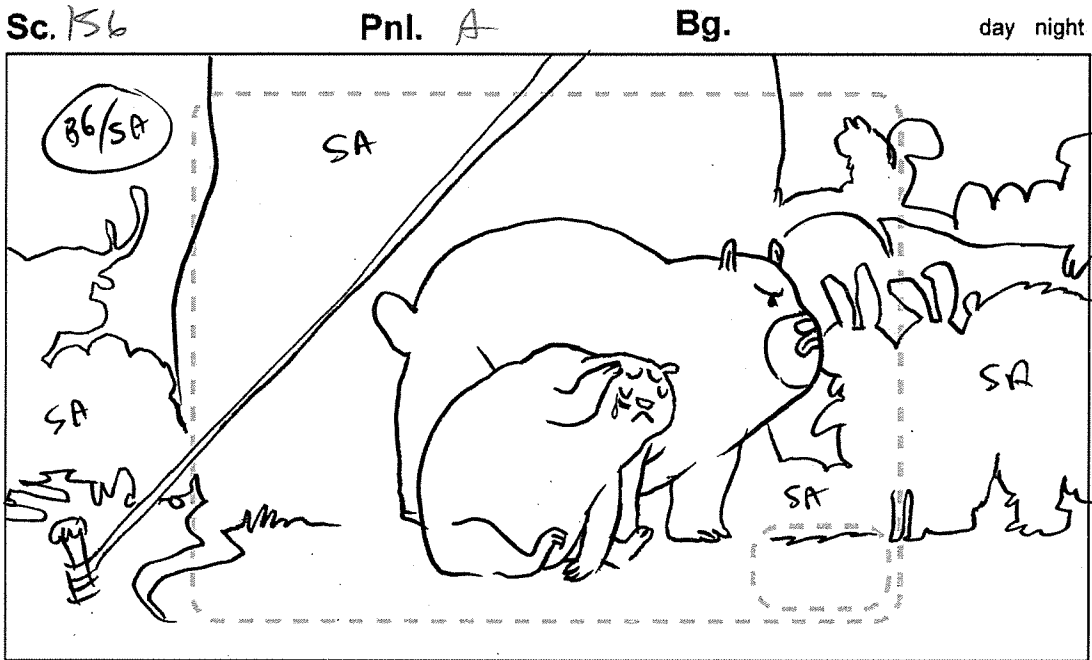
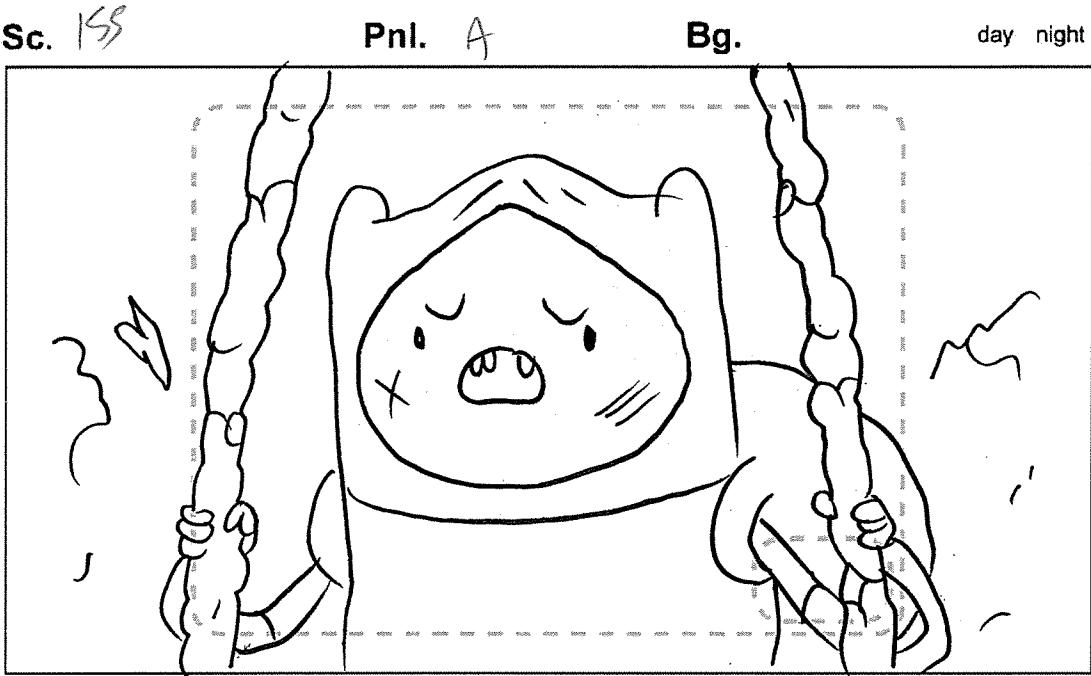
Timing:

100230 163

EPISODE #

Production :

ADVENTURE TIME



Dialog:

FINN: YOUR son's not a baby anymore!

FINN (O.S.): You SHOULD stop spanking him -

Action:

Timing:

EPISODE # 100230

104

Production :

ADVENTURE TIME



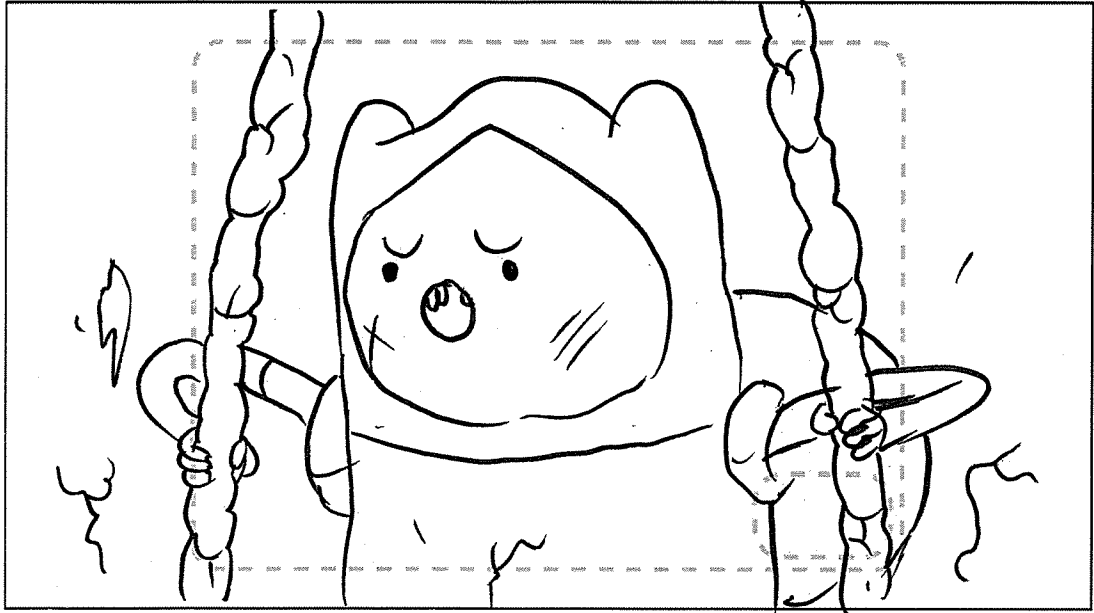
Page 183

Sc. 157

Pnl. A

Bg.

day night

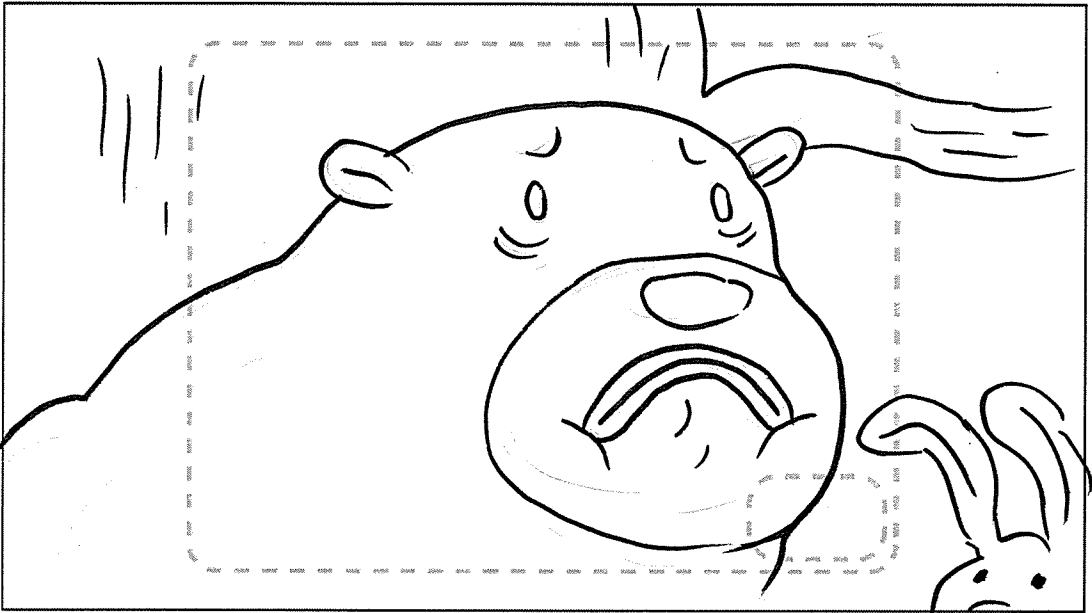


Sc. 158

Pnl. A

Bg.

day night



Dialog:

(FINN:) - in the FACE! -

(FINN:) (O.S.) - And let him fight his own  
battles!

Action:

Timing:

EPISODE # 100230

165

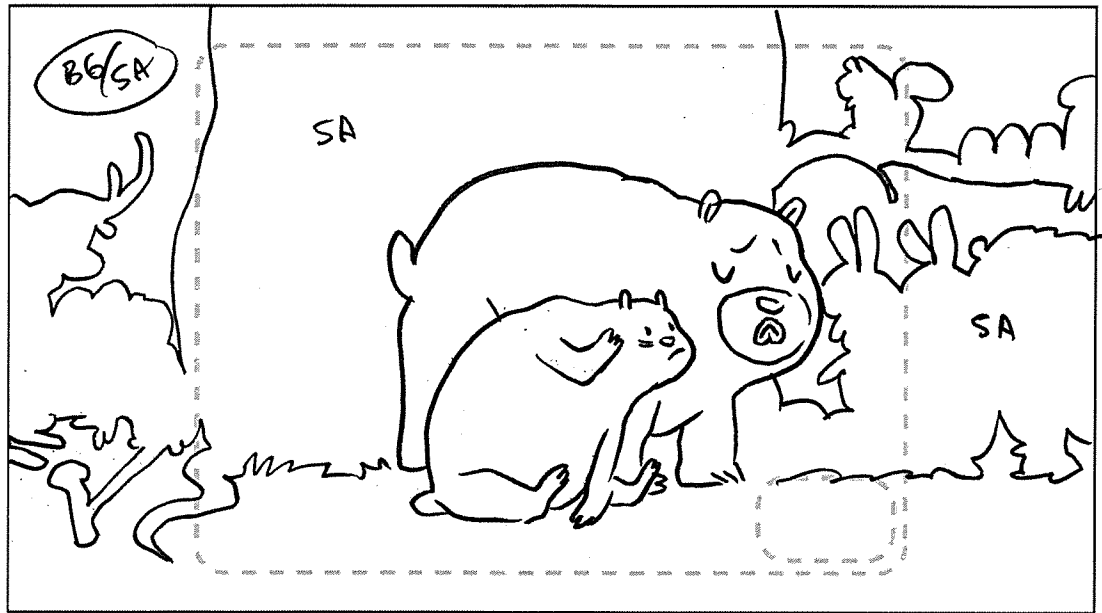
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

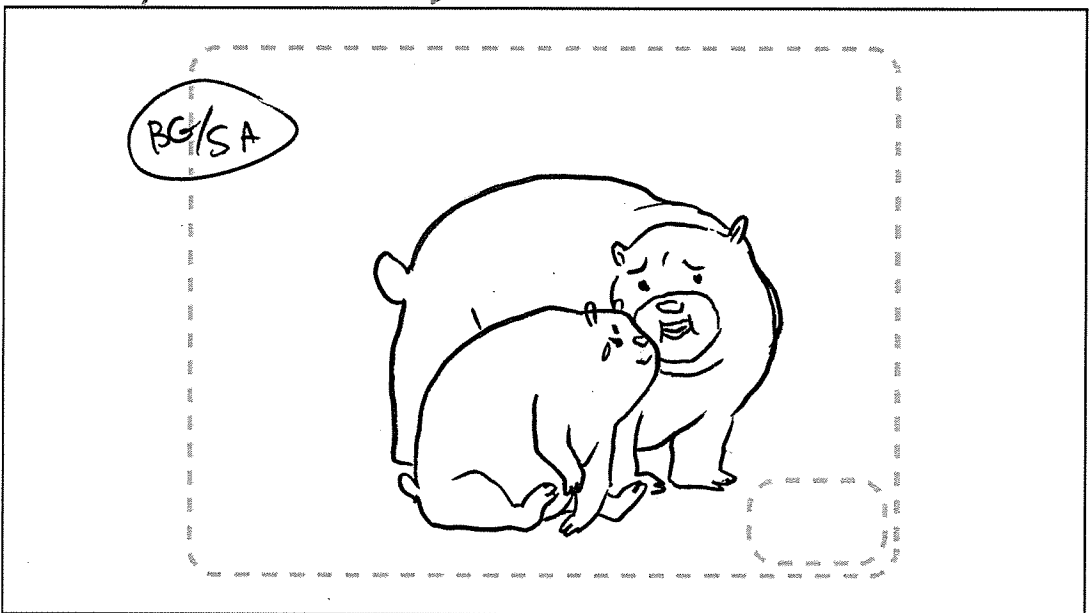
ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



Dialog:

MAMA: he's right

MAMA: it's time to let you grow up.

Action:

Timing:

EPISODE # 100230

106

Production :



# ADVENTURE TIME



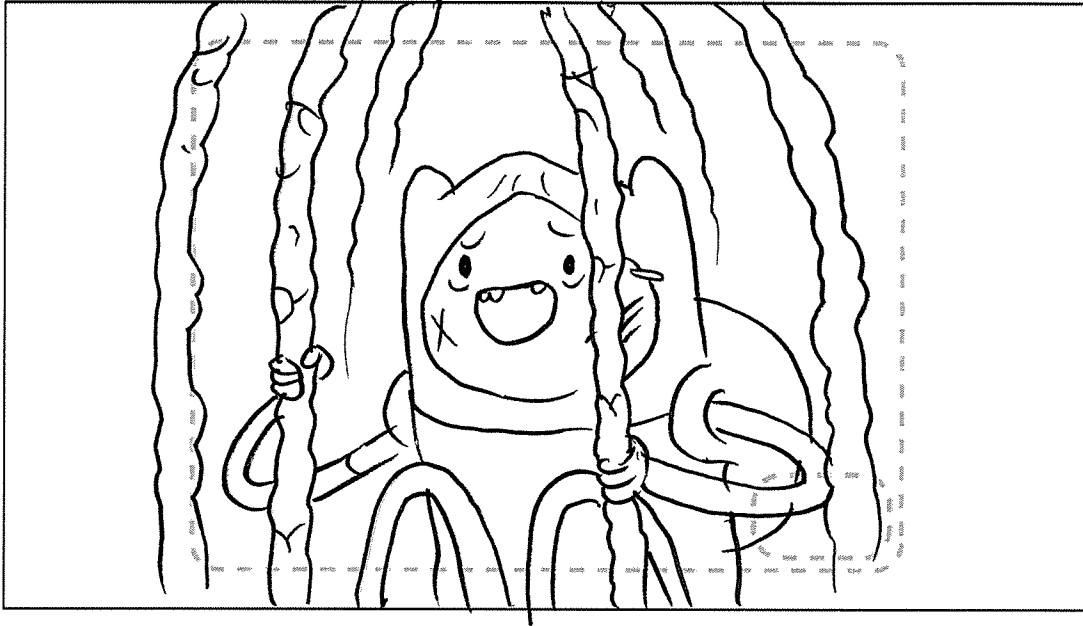
Page 185

Sc. 160

Pnl. A

Bg.

day night



Sc. 161

Pnl. A

Bg.

day night



Dialog:

**FINN:** yeah- that's the stuff!

BEAT . . .

Action:

Timing:

0100230

EPISODE #

Production :

# ADVENTURE TIME



Page 186

Sc. 161

Pnl. 8

Bg.

day night



Sc. 161

Pnl. 2

Bg.

day night



Dialog:

ANIMALS: HUZZAH!

FINN: AND MRS. COW !!

Action:

Animals throw their hands up and cheer

Timing:

EPISODE #

100230  
108

Production :

# ADVENTURE TIME



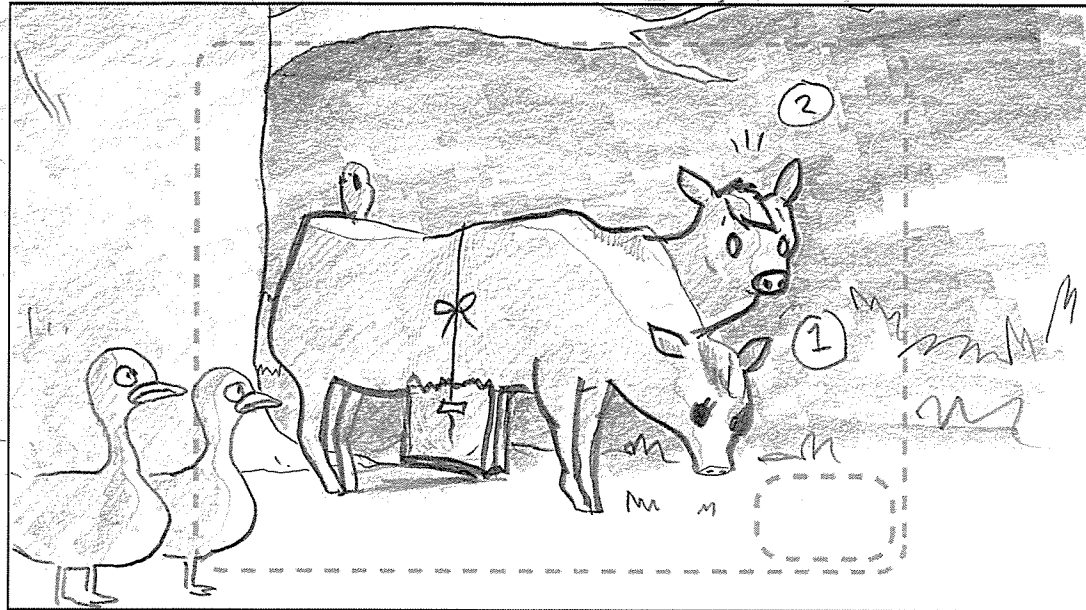
Page 187

Sc. 162

Pnl. A

Bg.

day night

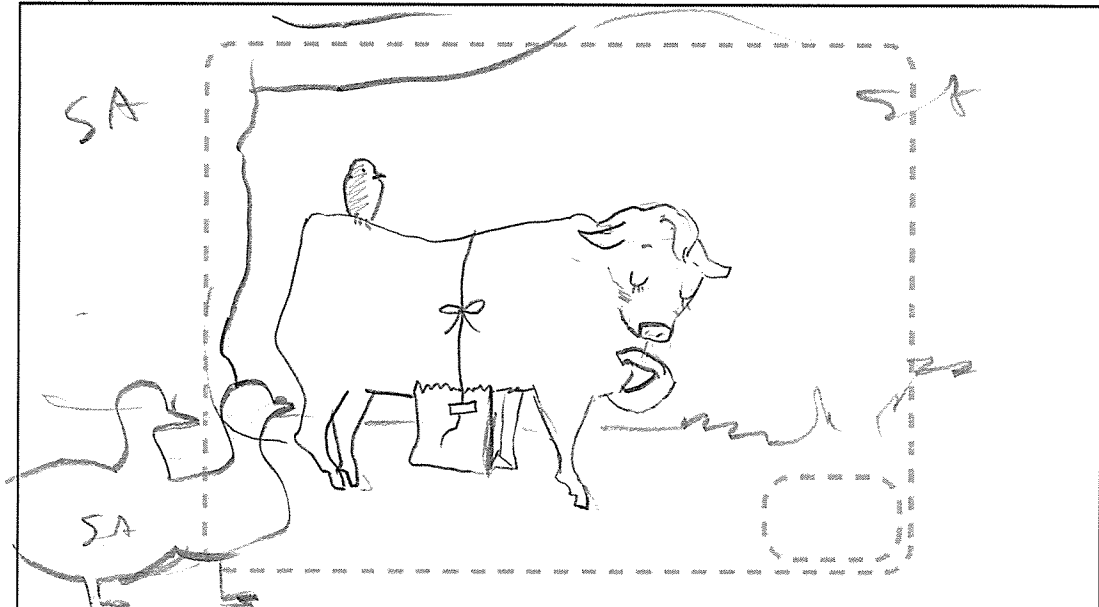


Sc. 162

Pnl. B

Bg.

day night



Dialog:

Finn (vo) Take that bag off your udder! F You're beautiful girl!

Action:

Cow blushes

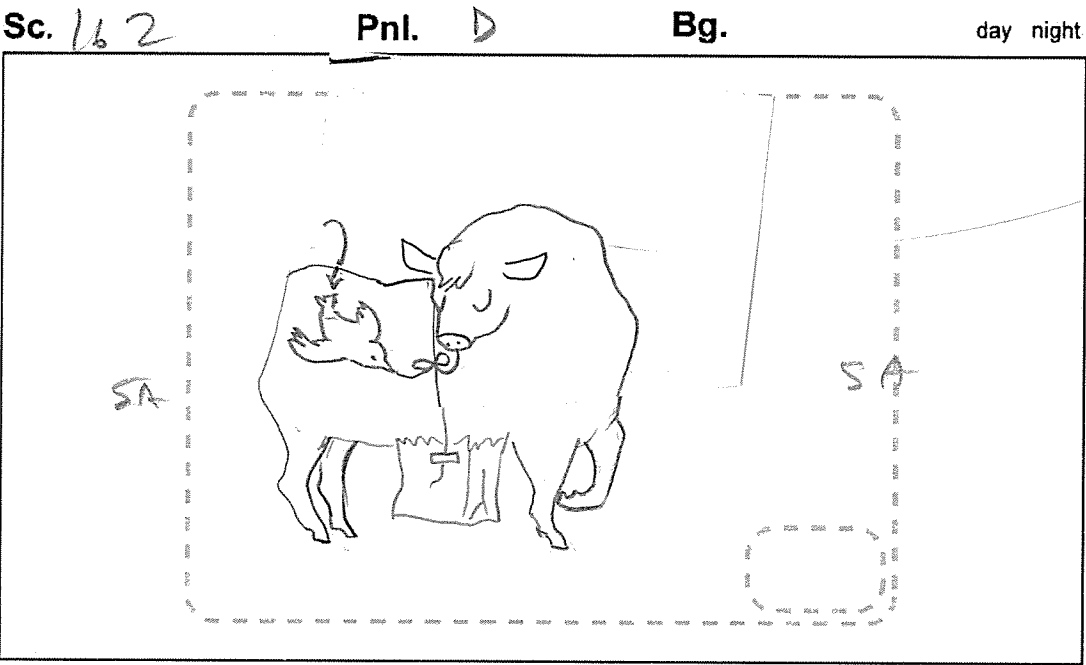
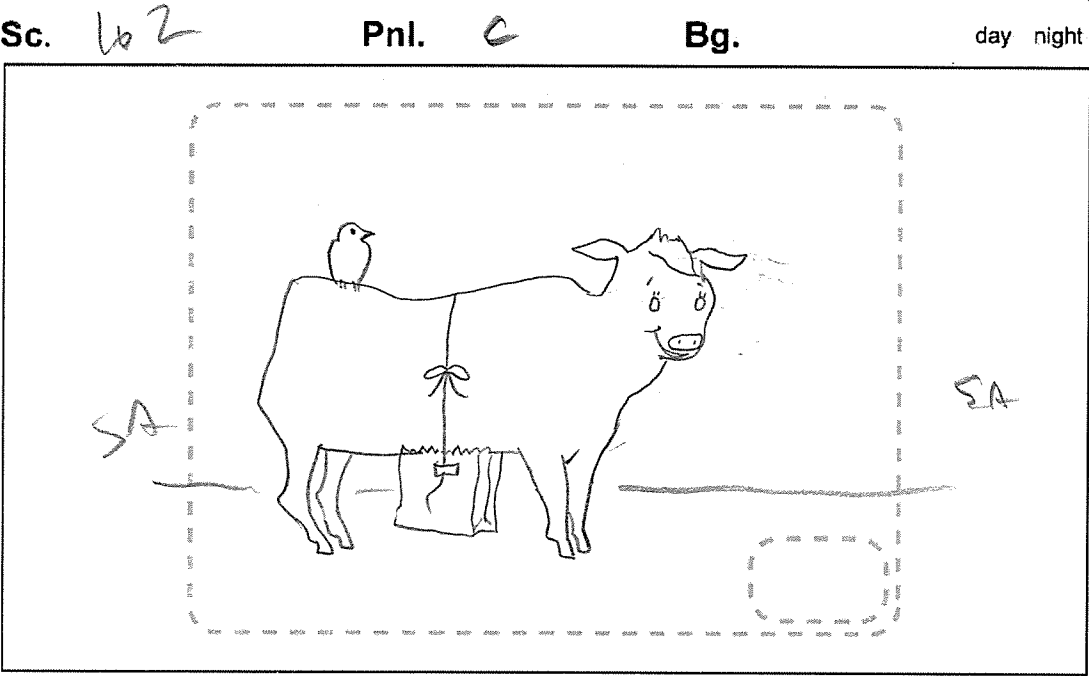
Timing:

EPISODE #

100230

Production :

ADVENTURE TIME



Dialog: (F) You live in the forest. So why don't you let it hang out?

Action: Bird flies off of cow's back and they both grab a string end with their mouths.

Timing:

EPISODE # 100230

Production :

# ADVENTURE TIME



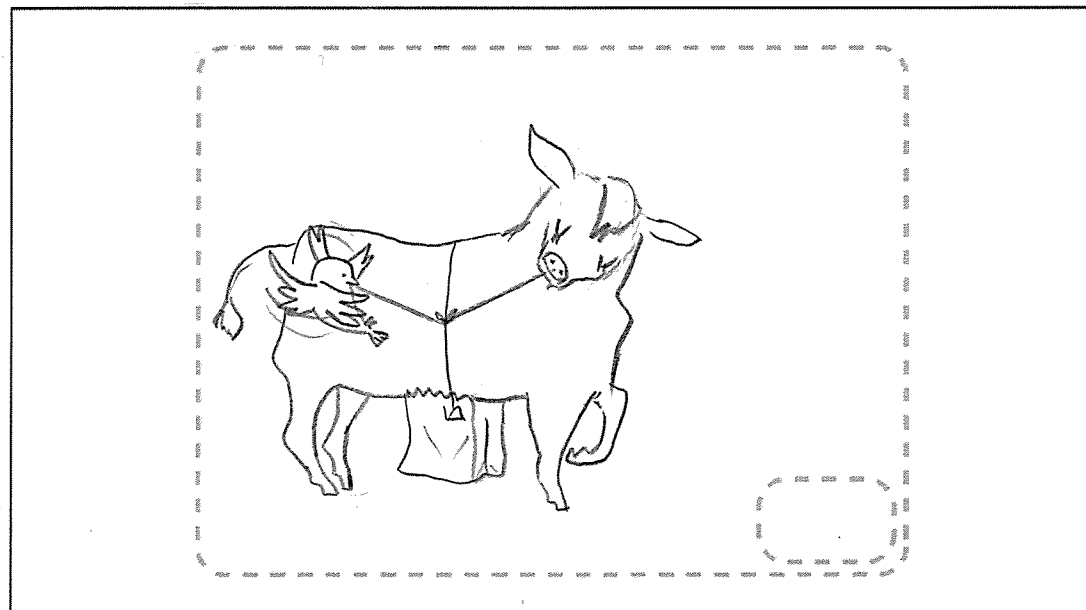
Page 189

Sc. 162

Pnl. E

Bg.

day night

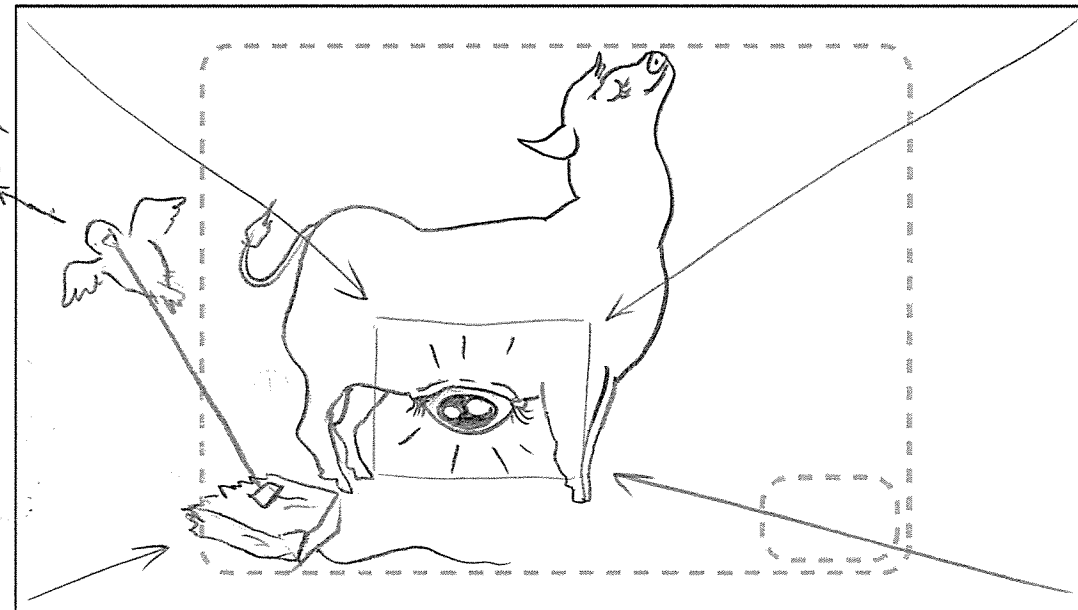


Sc. 162

Pnl. F

Bg.

day night



Dialog:

Animals: Huzz— AWWWW! oh eww agh!  
(cheer turns to walla of disgust)

Action:

Cow & bird pull string in opposite directions

String comes undone. bird drags it out of frame.

TRUCK IN

Timing:

100230

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



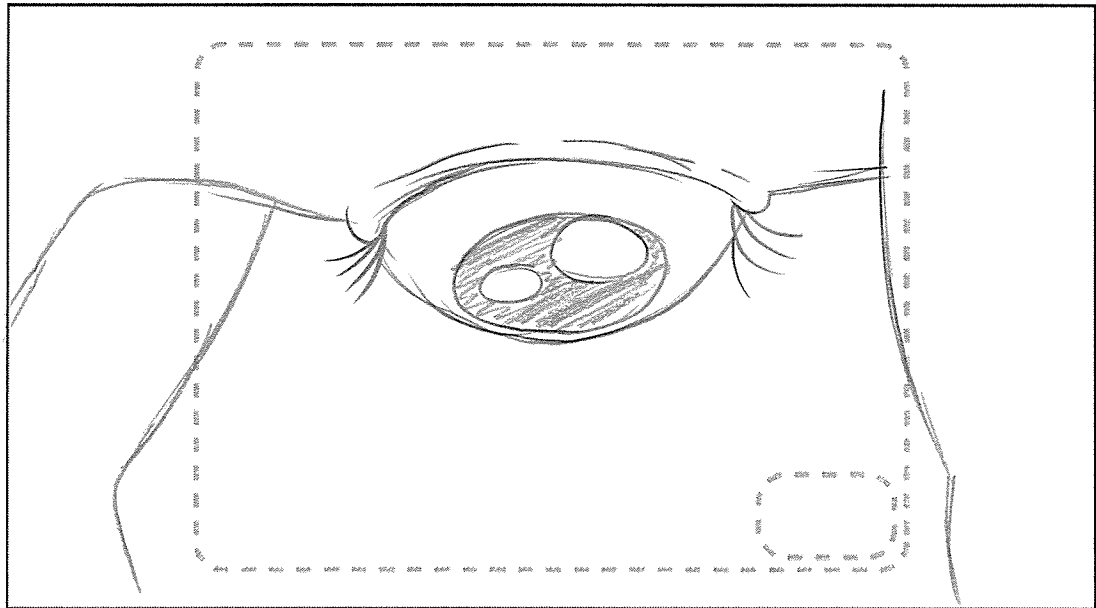
Page 189A

Sc. 162

Pnl. G

Bg.

day night

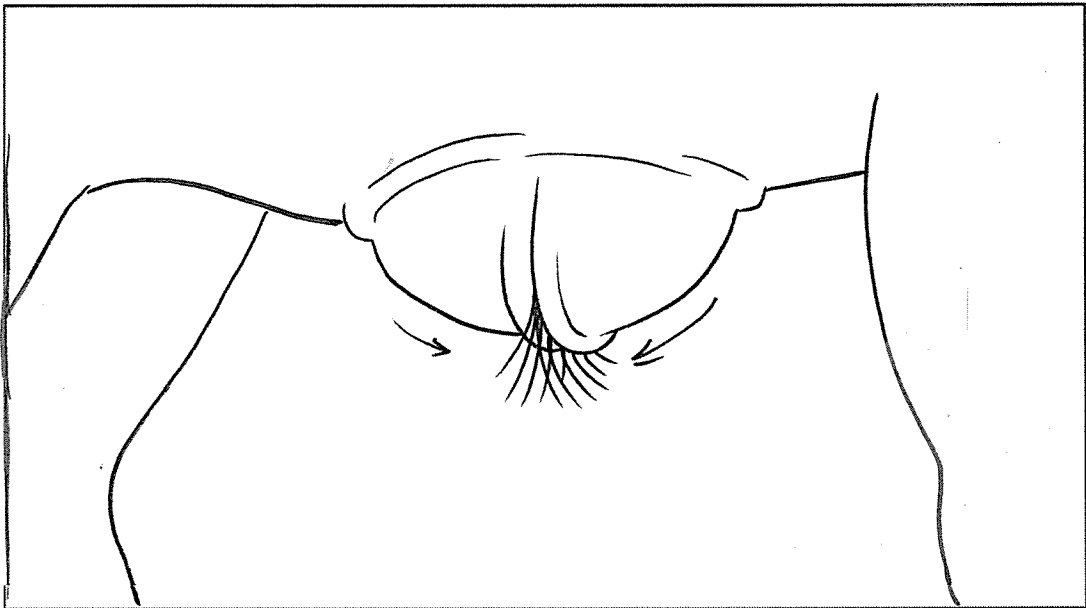


Sc. 162

Pnl. H

Bg.

day night



Dialog:

Animals: (walla of disgust)

Action:

cow eye blinks

(cycle panels A & B)

Timing:

. 100230 |

EPISODE #

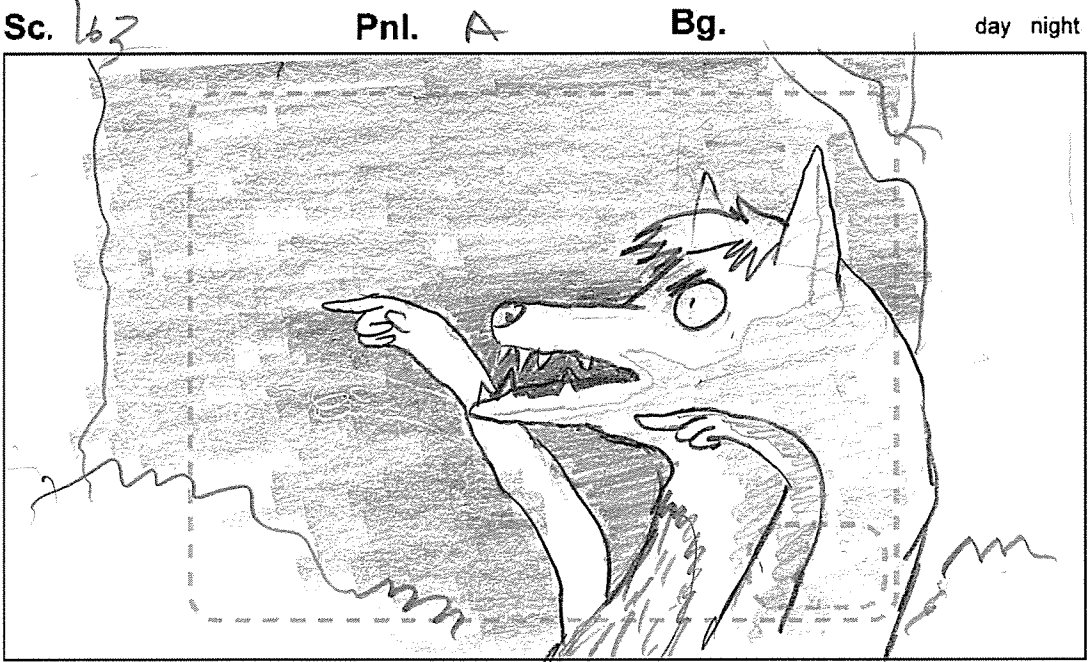
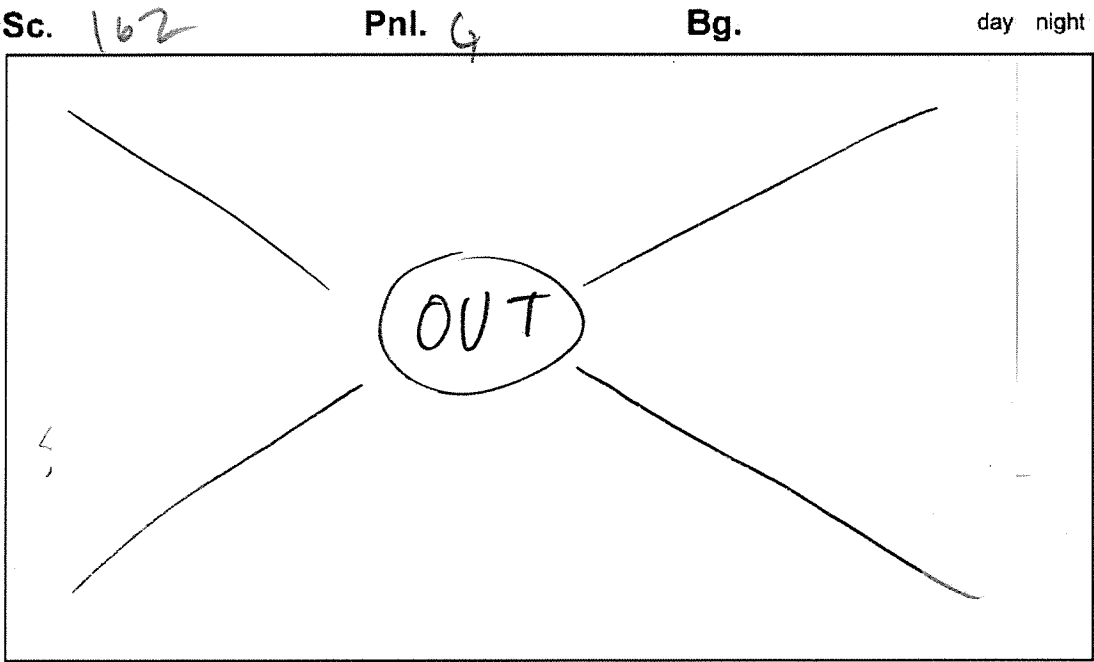
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 190



Dia

Act

Tim

Wolf guy Yo ! put that Bag back ON !

EPISODE #

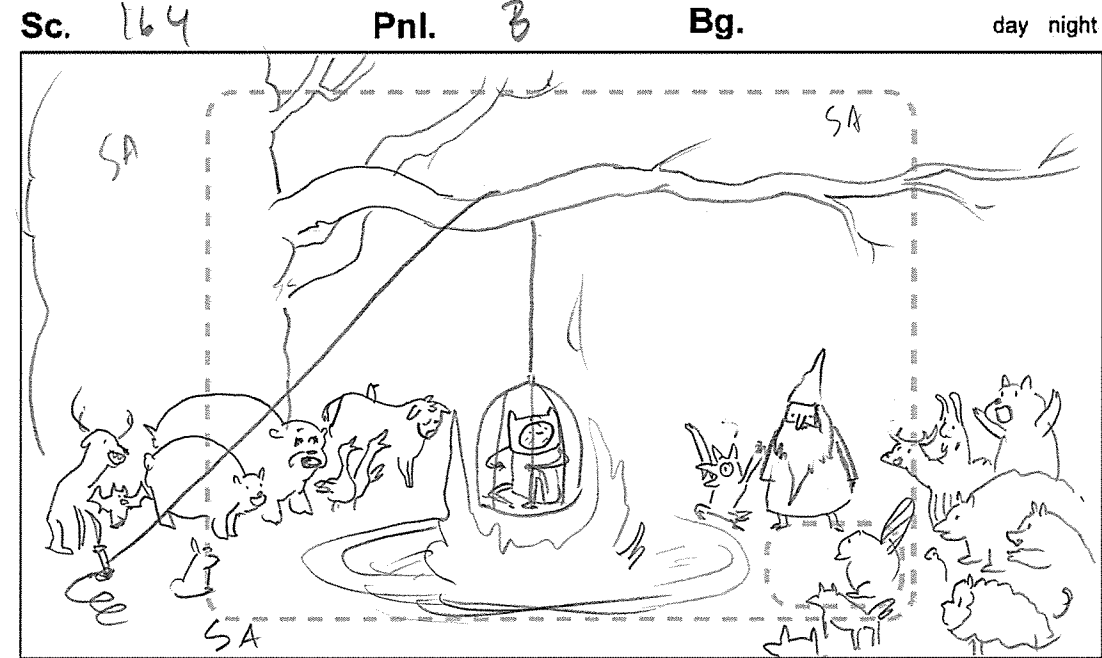
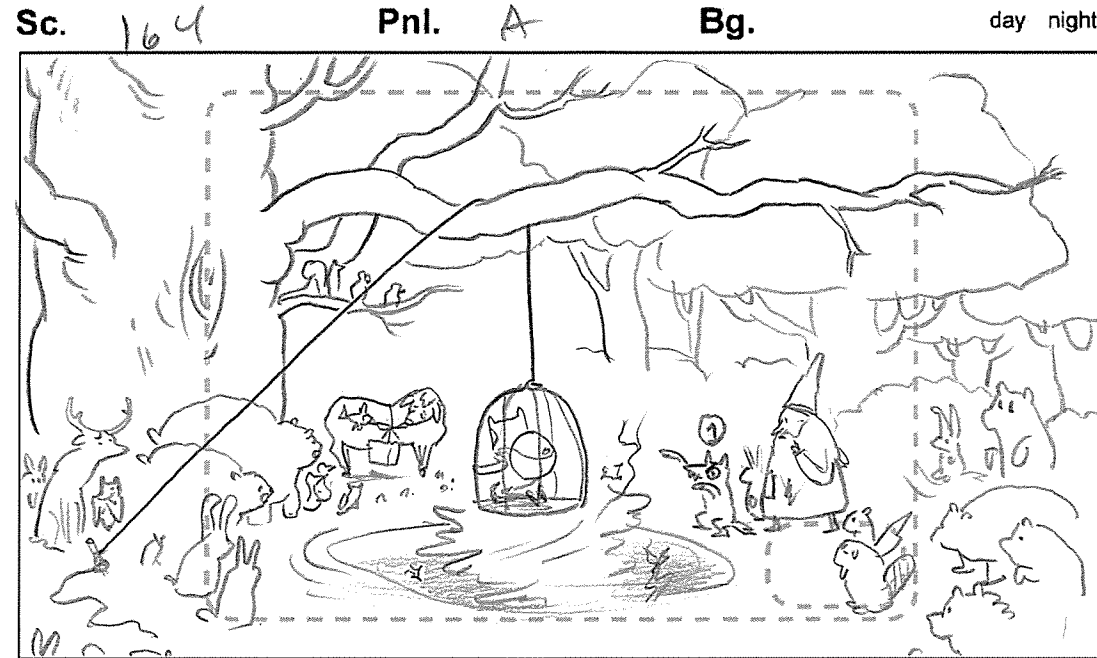
100230

Production :

# ADVENTURE TIME



Page 191



Dialog:

Animals: HUZZAH!

Action:

cow & bird finish tying bag back on.  
② wolf guy puts his hands down

Timing:

EPISODE #

100230

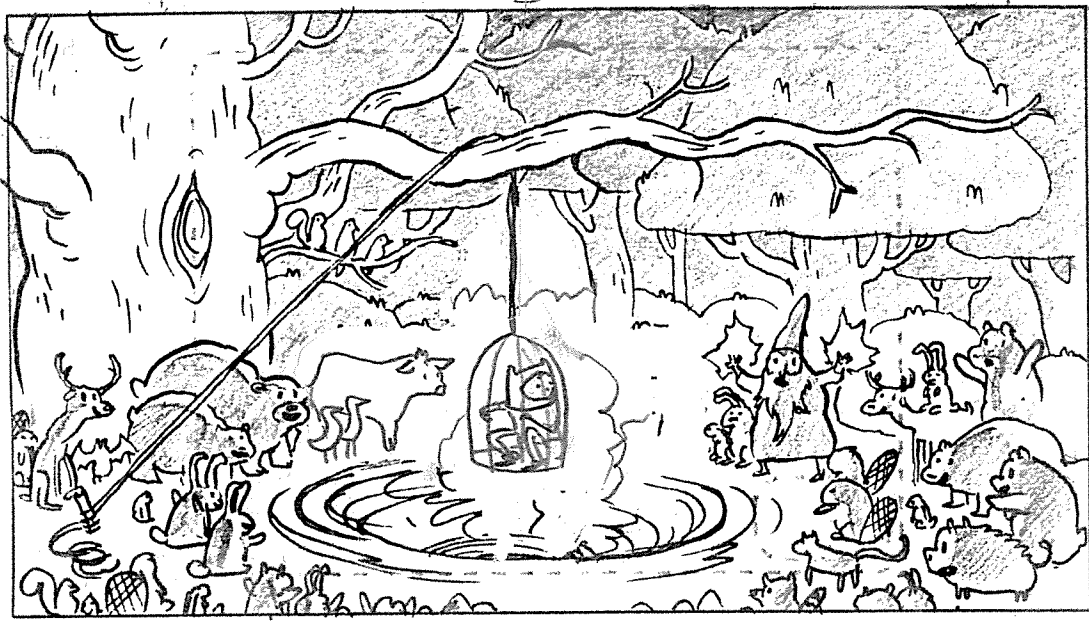
Production :



ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:	<u>WIZARD</u> : SILENCE!	<u>WIZ</u> : Finn The Human! For meddling in our lives...
Action:		
Timing:		

EPISODE #

100230

Production :

# ADVENTURE TIME



Page 193

Sc. 165

Pnl. B

Bg.

day night

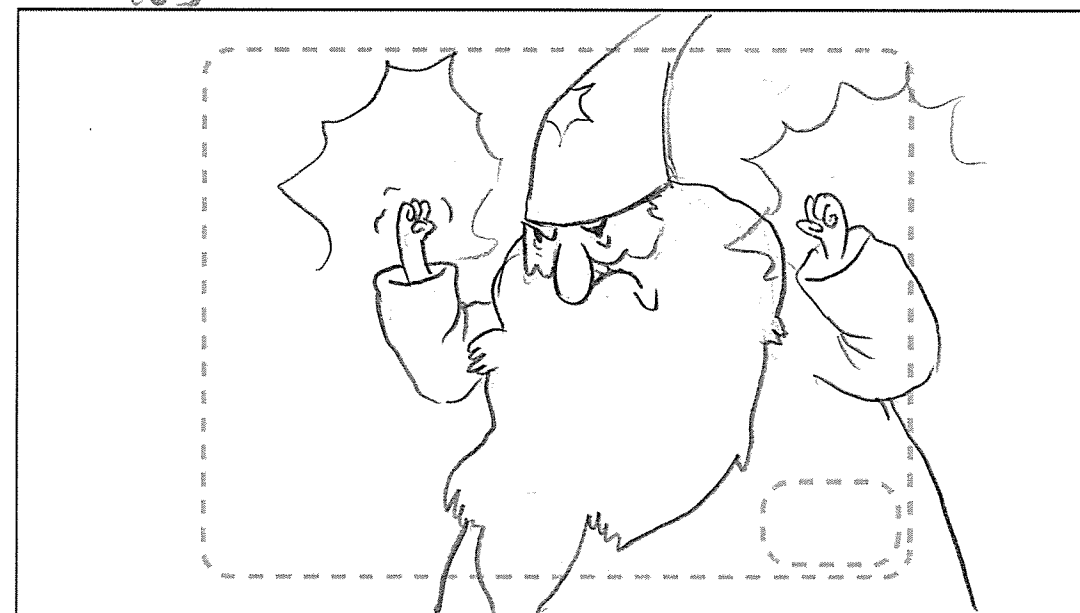


Sc. 165

Pnl. C

Bg.

day night



Dialog: WIZ...and Disturbing the order of the forest...

(Beat)  
''

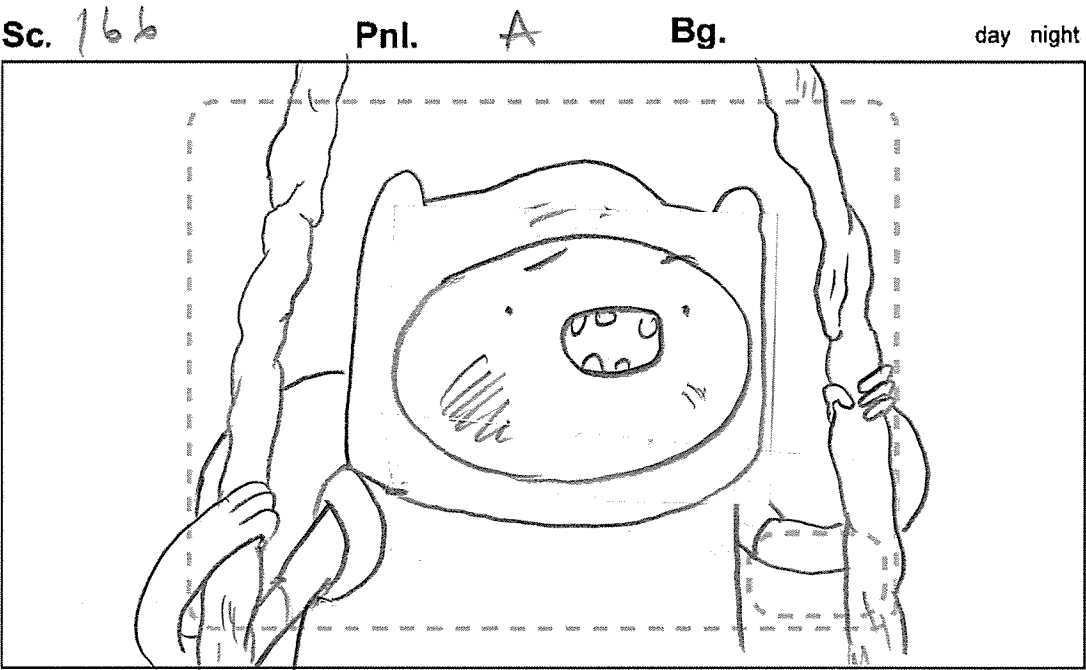
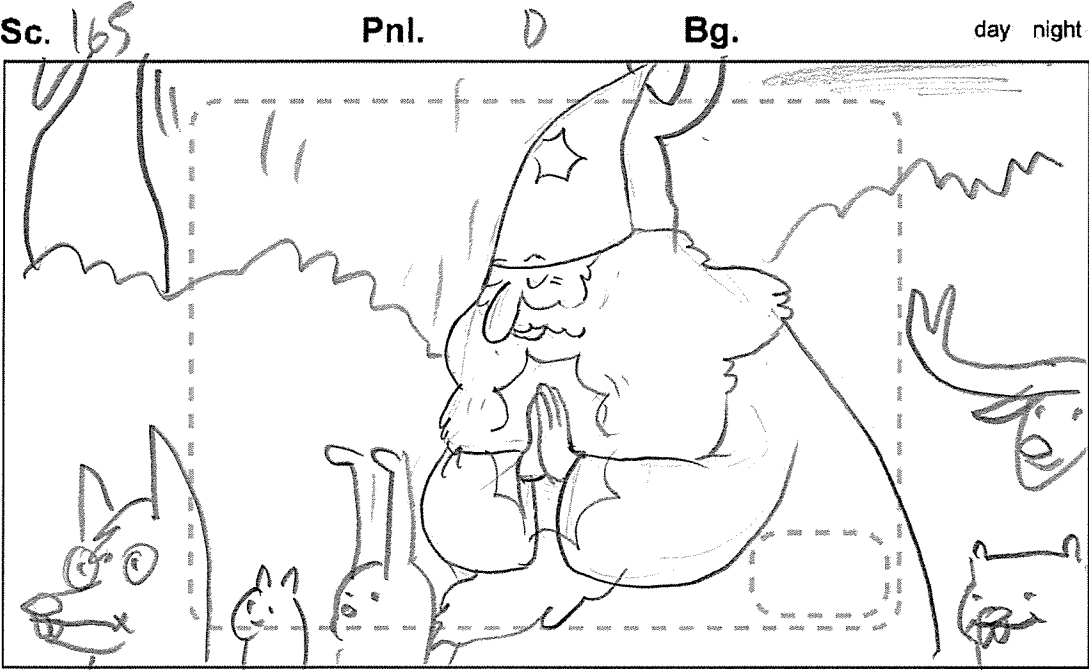
Action:

Timing:

EPISODE #  
100230

Production :

ADVENTURE TIME

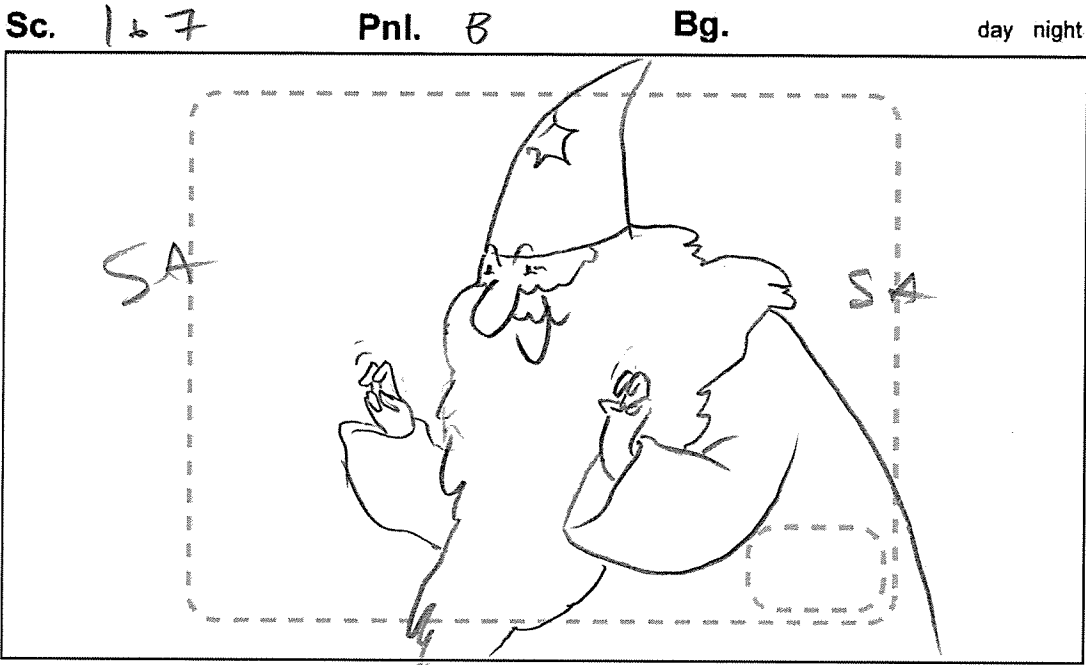
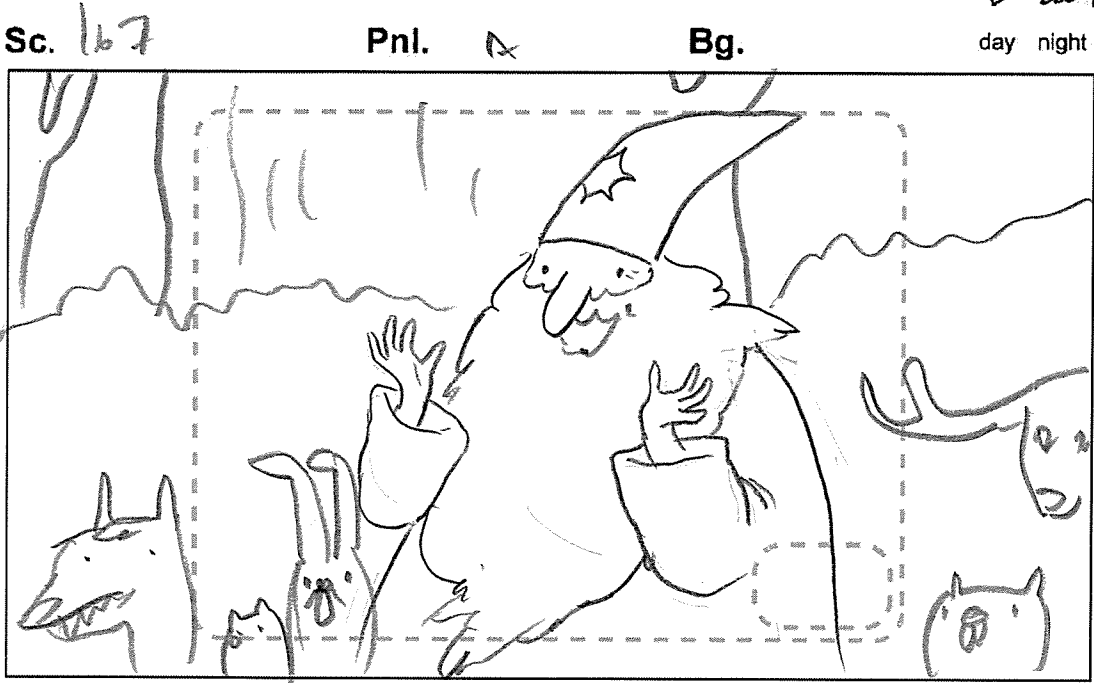


Dialog:	<p>Wizard: ... We thank you.</p> <p>F what?!</p>
Action:	
Timing:	

Production : 100230 EPISODE #

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



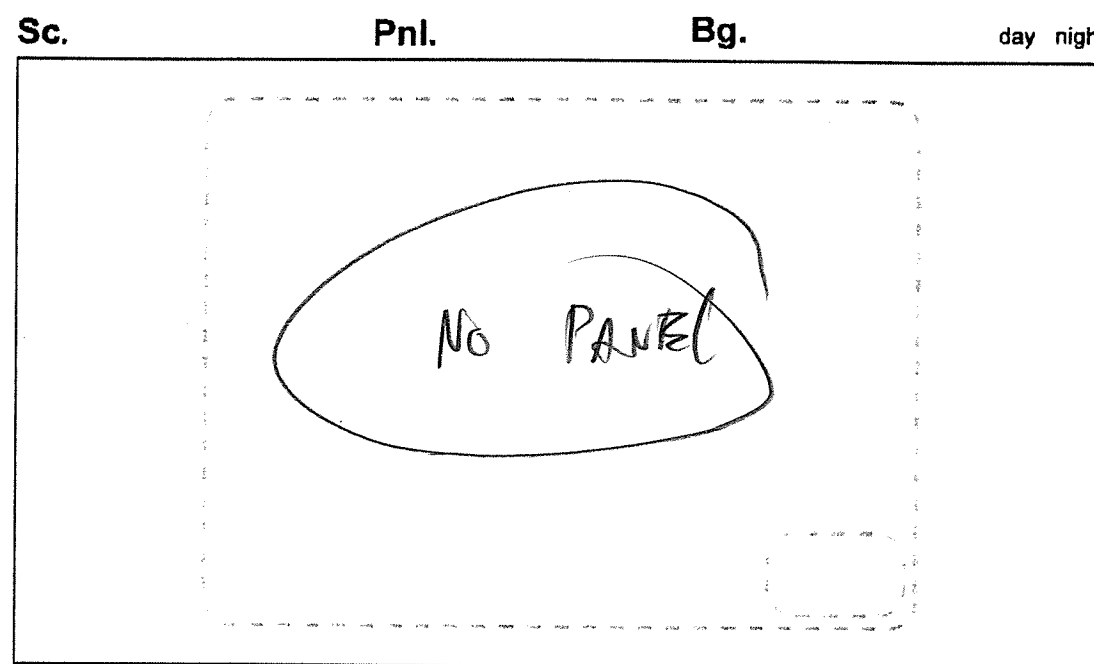
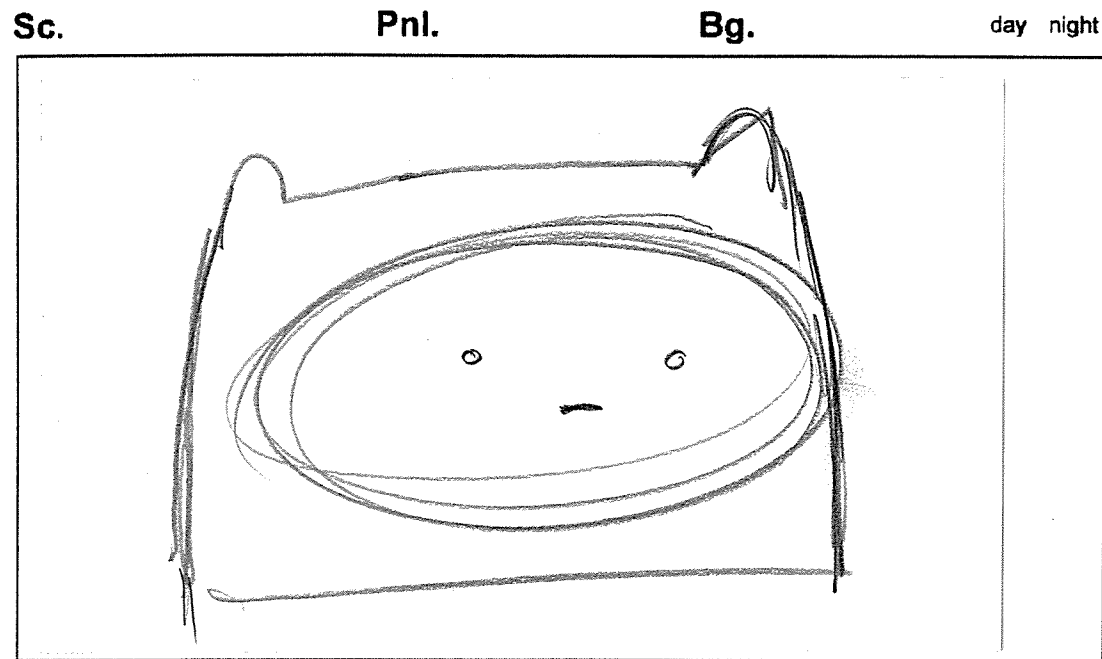
Dialog:	<p>wizard our lives have improved since you got into the middle of our ..</p> <p>... "Business" ..</p>
Action:	
Timing:	

Production :  
EPISODE # 100230

# ADVENTURE TIME



Page 195 A



Dialog:

WIZARD : (LAUGHS o/s)

Action:

Timing:

100230

EPISODE #

Production :

ADVENTURE TIME

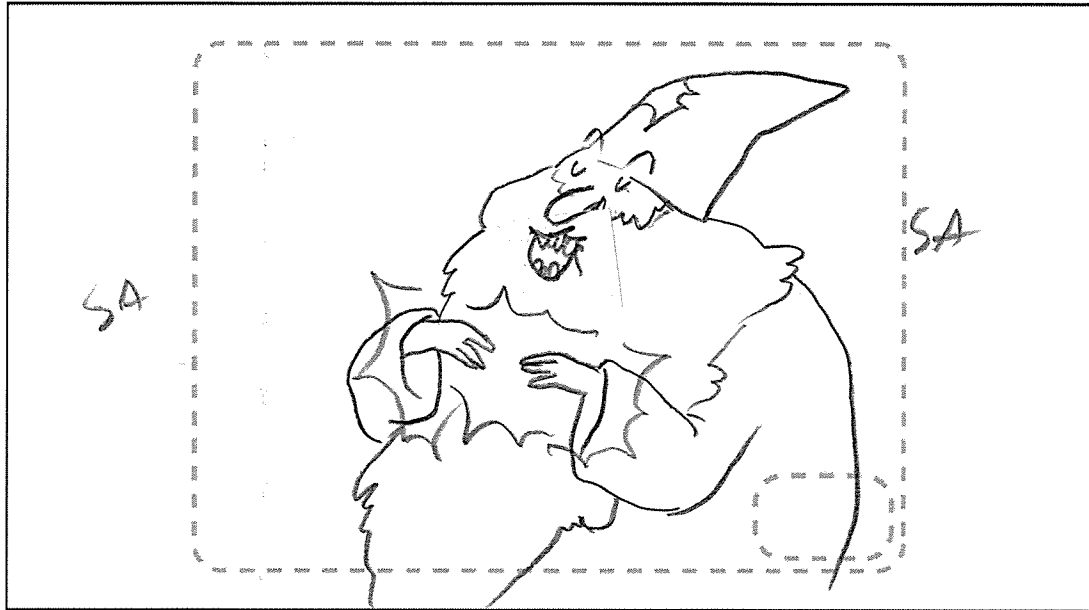


Sc. 167

Pnl. C

Bg.

day night



Sc. 168

Pnl. A

Bg.

day night



Dialog:

(wiz) ah! ha! ha!

(Forest)

HA! HA! HA!

Action:

Timing:

EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



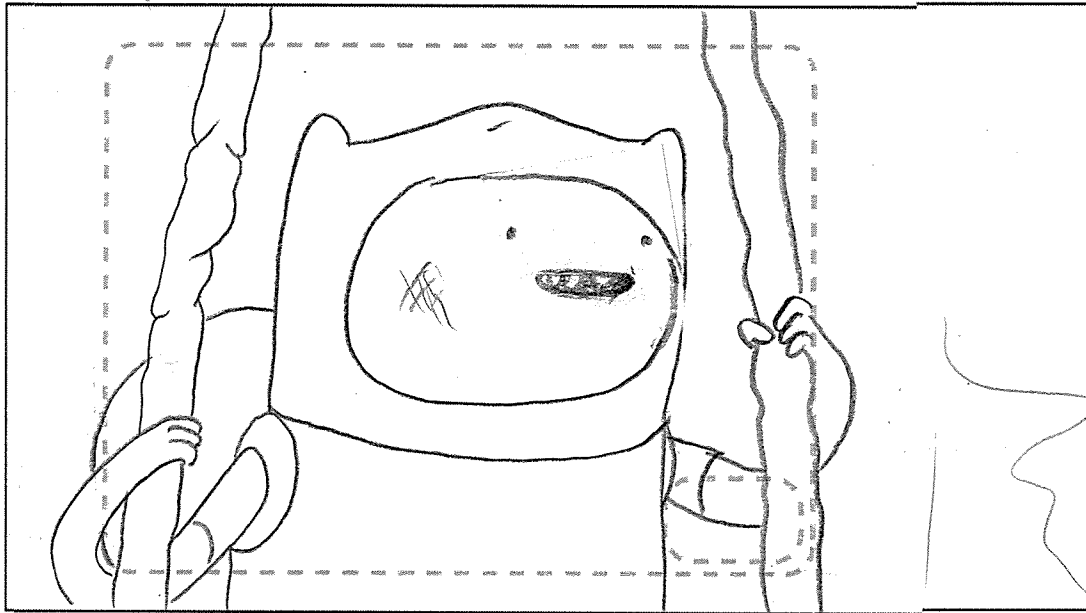
Page 197

Sc. 169

Pnl. A

Bg.

day night



Sc. 170

Pnl. A

Bg.

day night



Dialog: Finn heh .. What's funny? Wizard : Your Cage! it's made of BUSINESS!

Action:

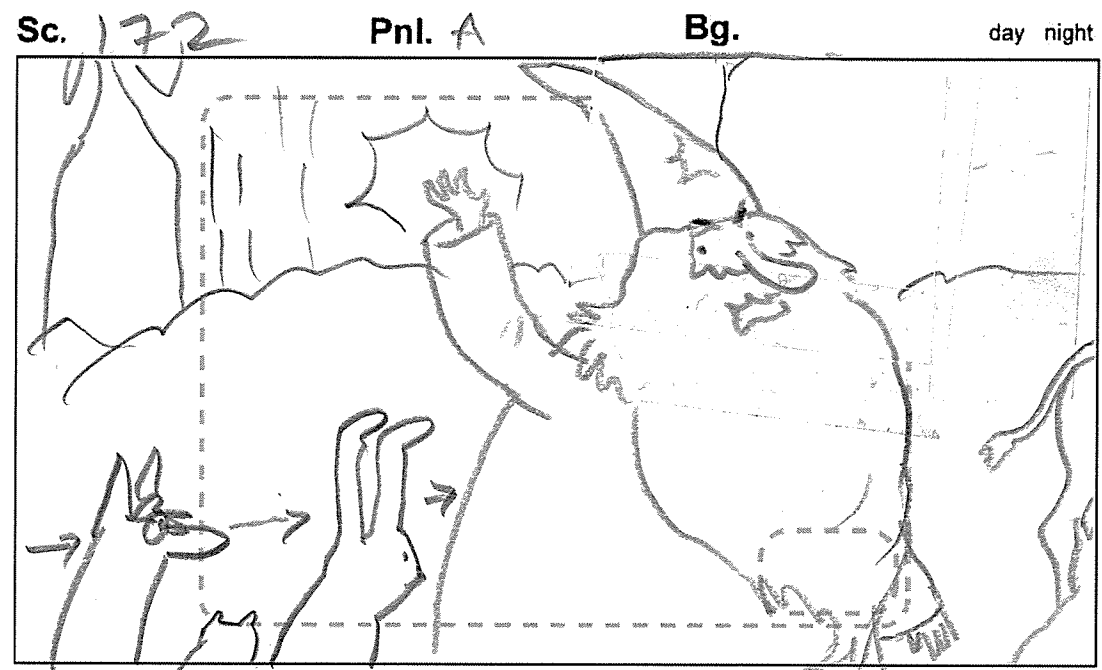
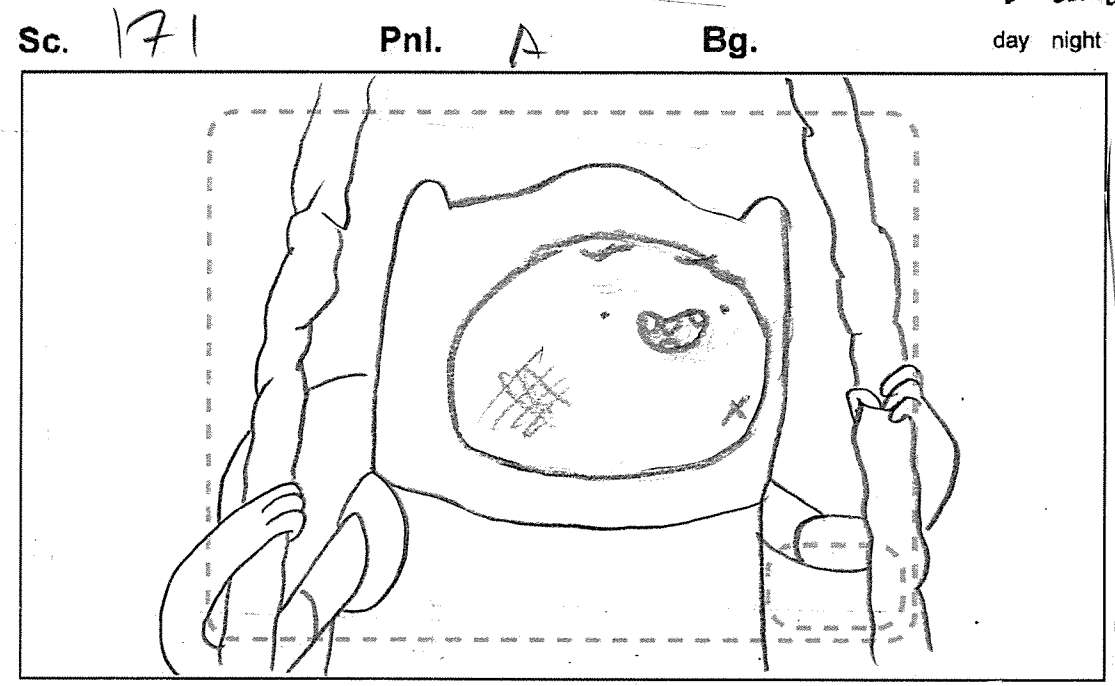
Timing:

100230

EPISODE #

Production :

ADVENTURE TIME



Dialog:	F. What are you talking about?	(wizard) Just kick it apart and you'll be free to go!
Action:	forest wizard walks away with animals	
Timing:		

Production :  
EPISODE # 100230



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

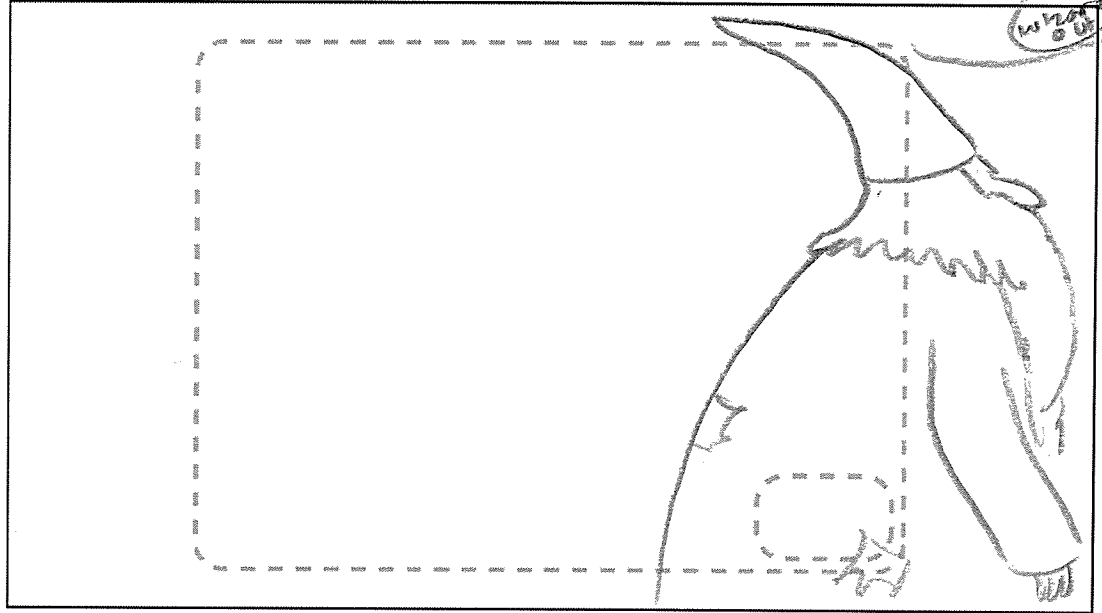


Sc. 172

Pnl. B

Bg.

day night

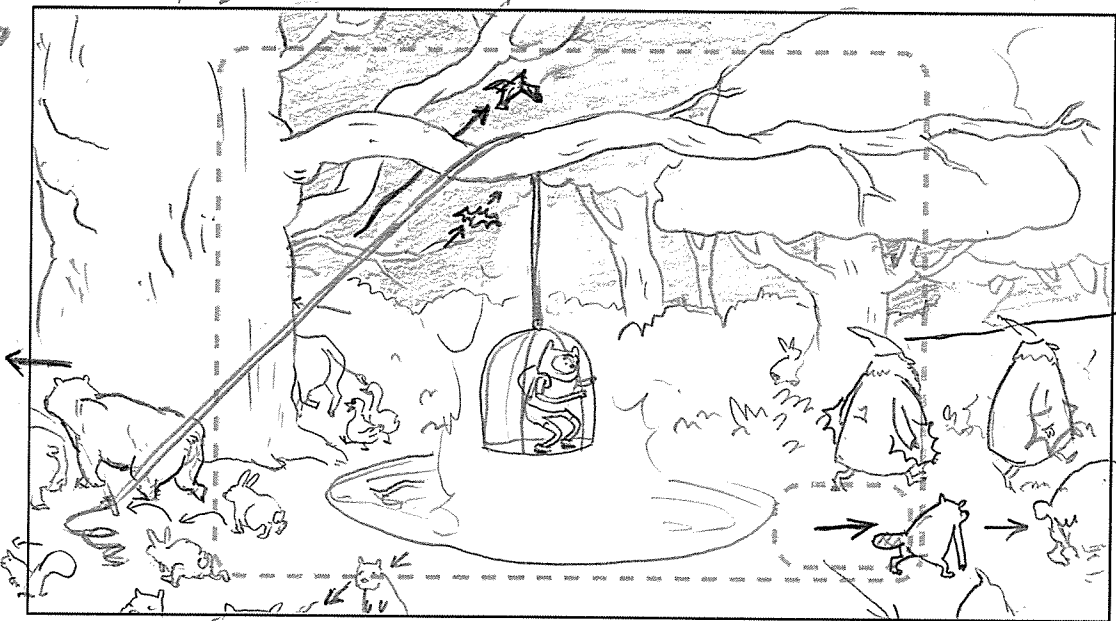


Sc. 173

Pnl. A

Bg.

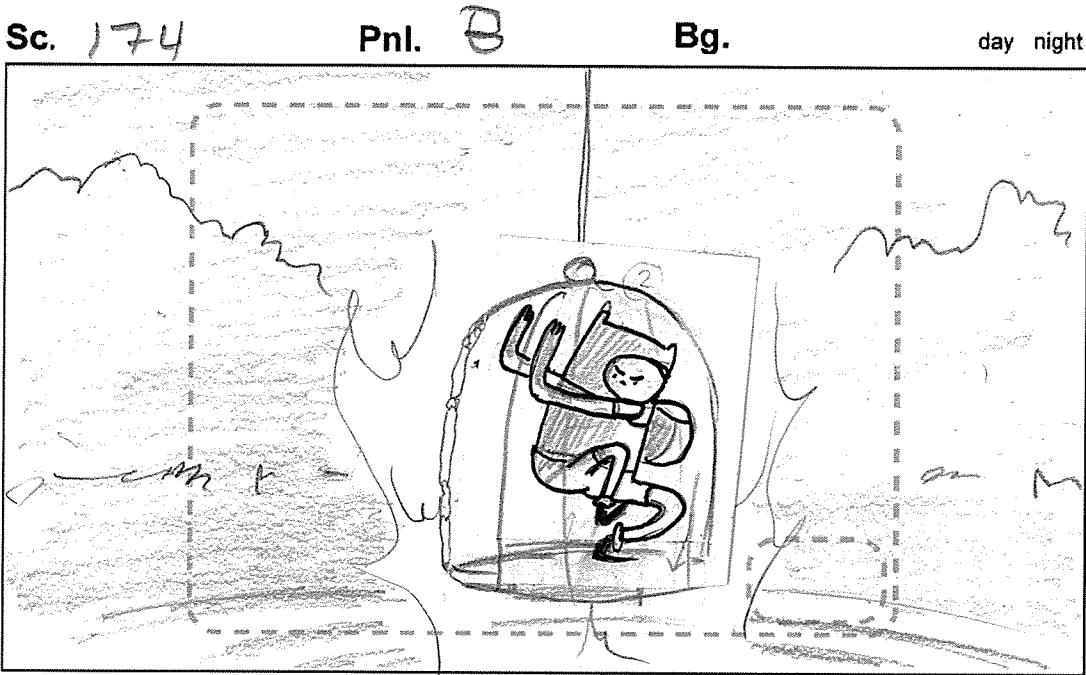
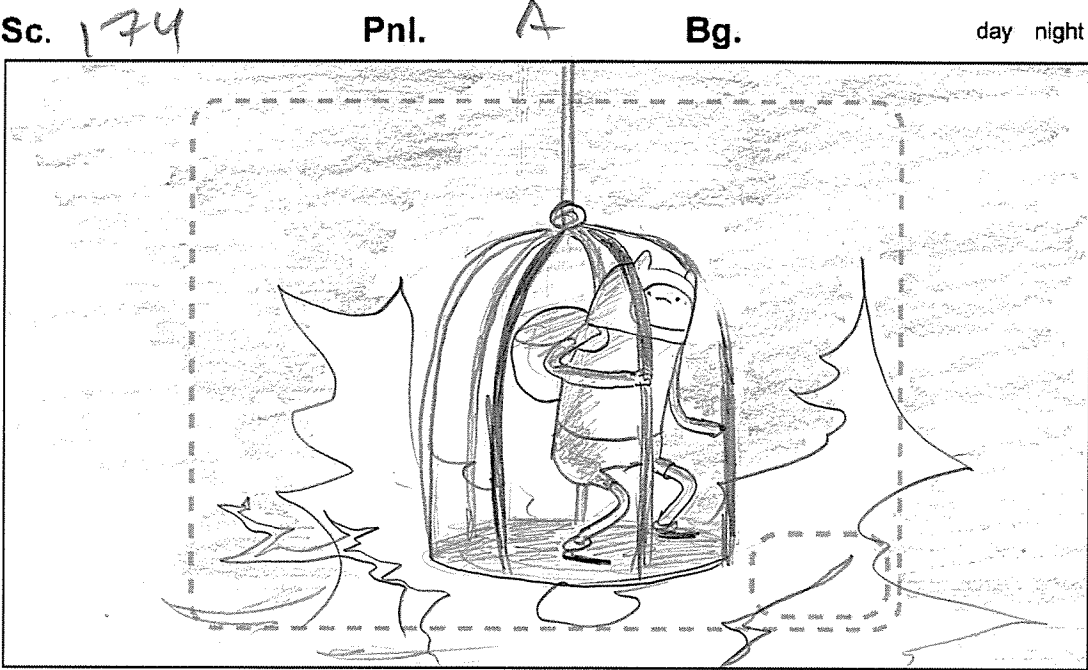
day night



Dialog:	Finn cool
Action:	forest creatures leave vortex area
Timing:	

EPISODE # 100230  
Production :

ADVENTURE TIME

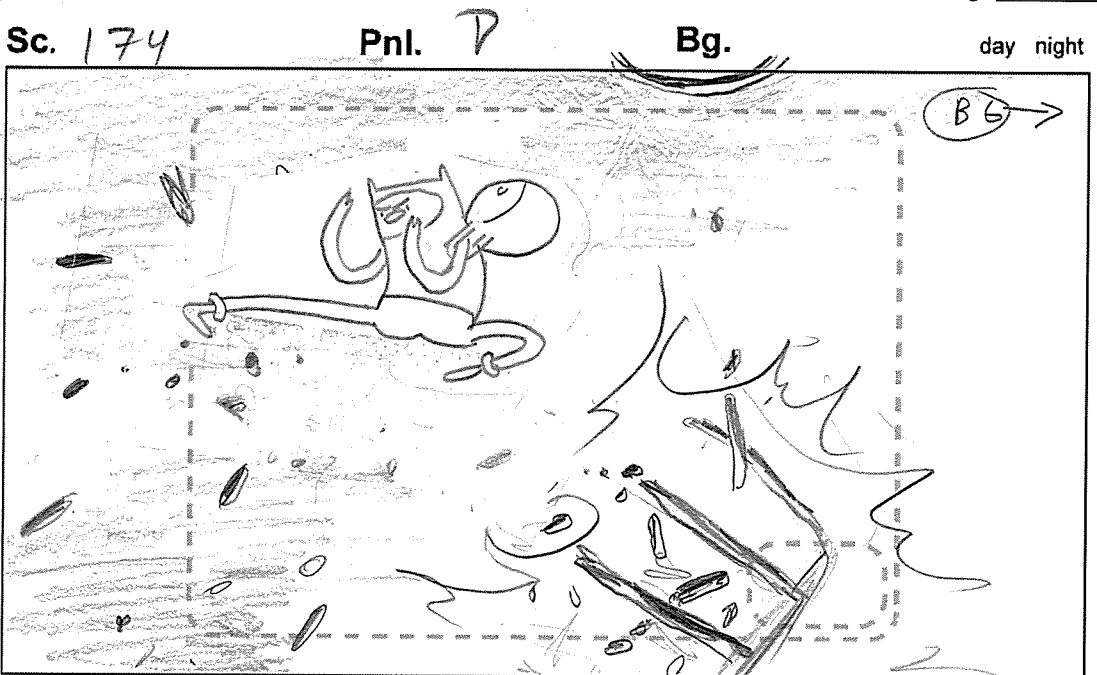
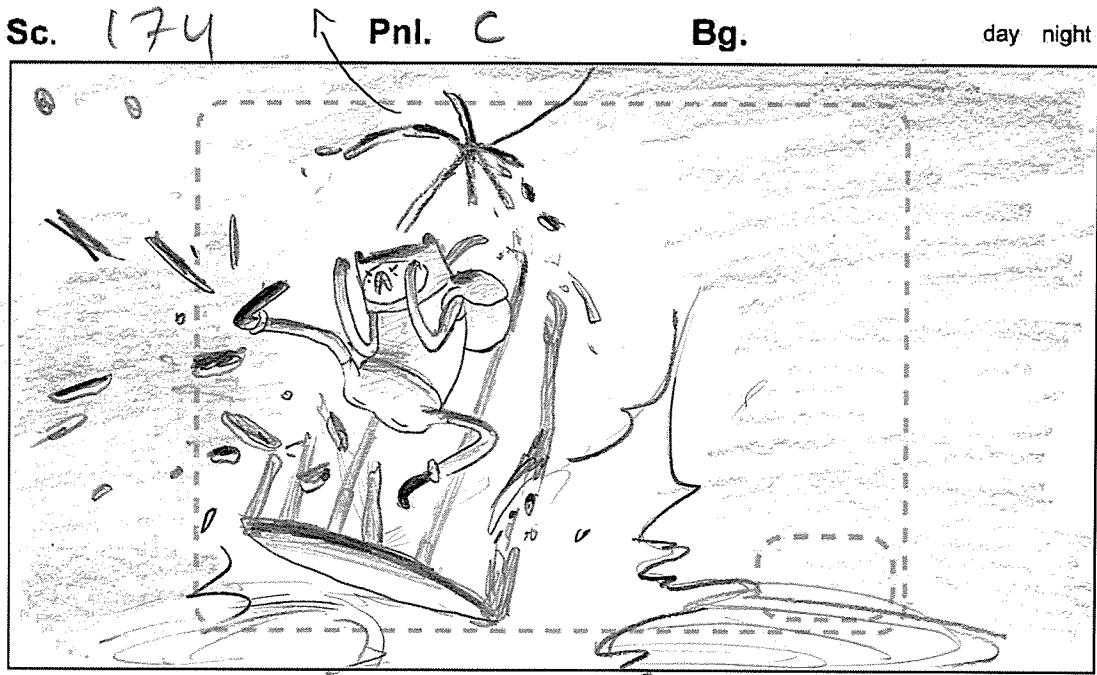


Dialog:
Action:
Timing:

EPISODE # 100230

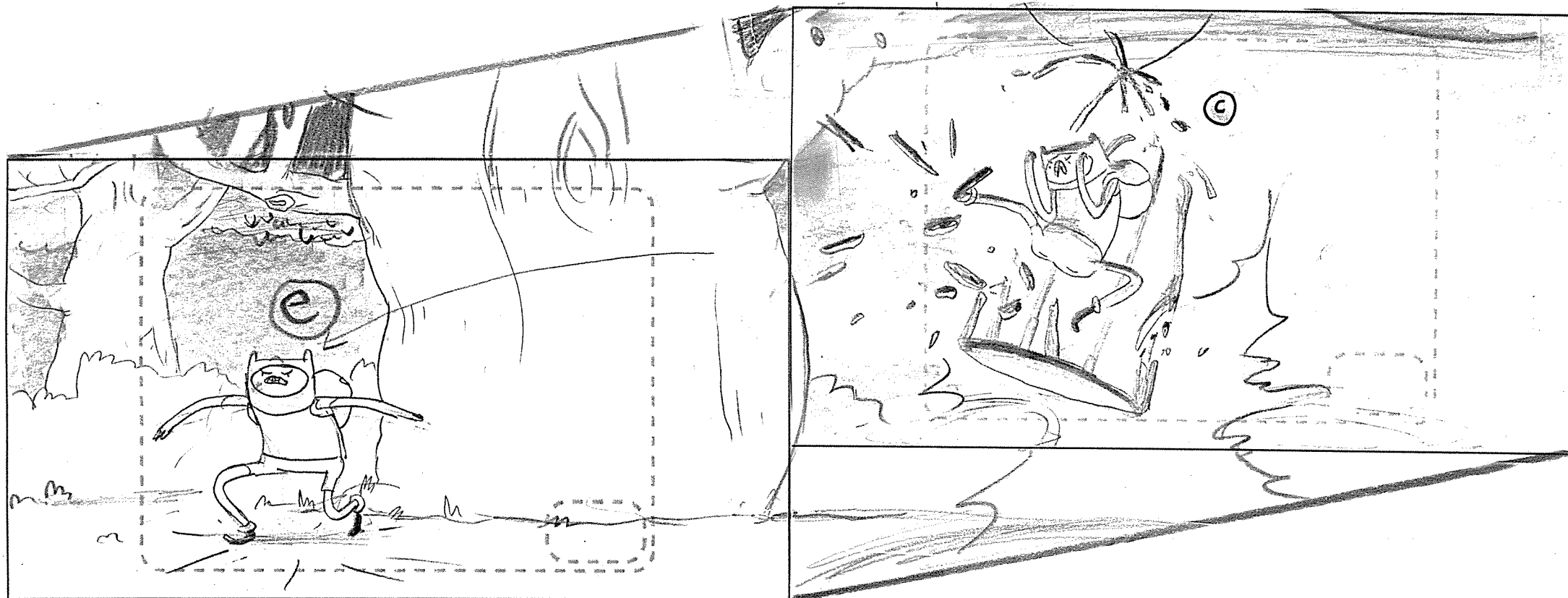
Production :

ADVENTURE TIME



Dialog:	(SFX) BOOSH!  FINN: BOOSH!
Action:	
Timing:	

Production :  
  
EPISODE #  
  
100230

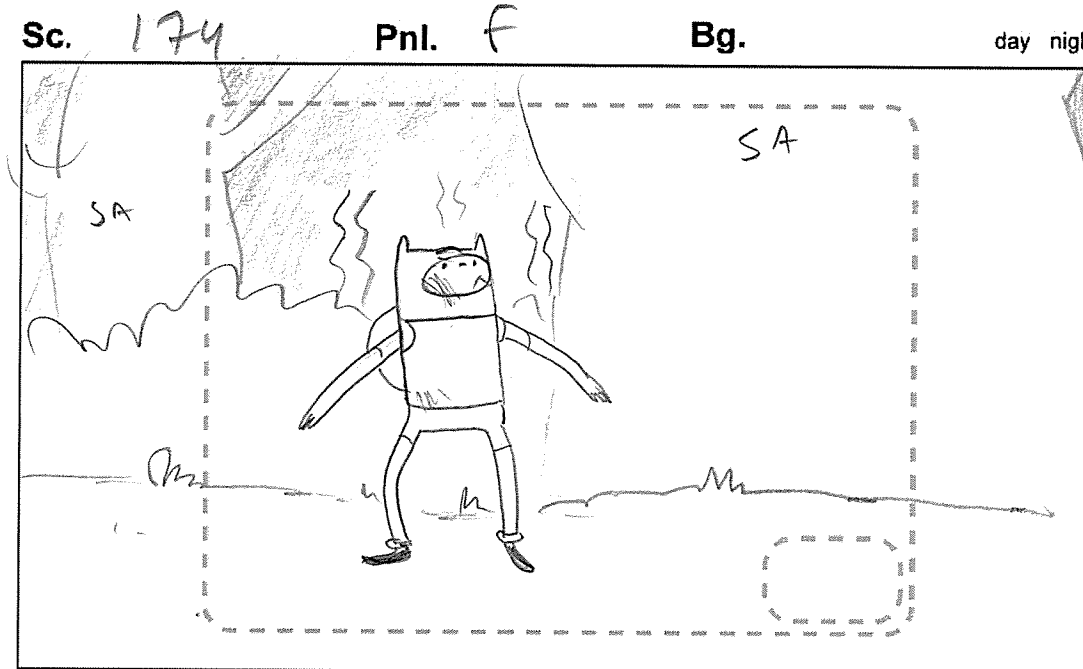
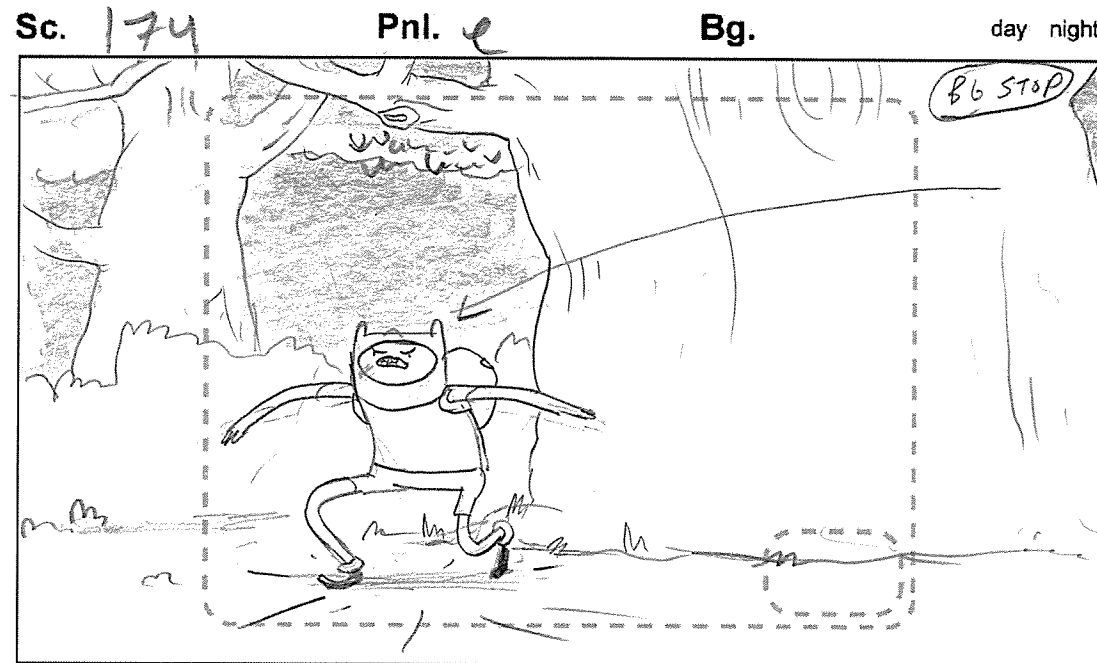


100230

# ADVENTURE TIME



Page 202



Dialog:

FINN (LANDS)

(beat... \*sniff sniff\*)

Action:

Timing:

EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



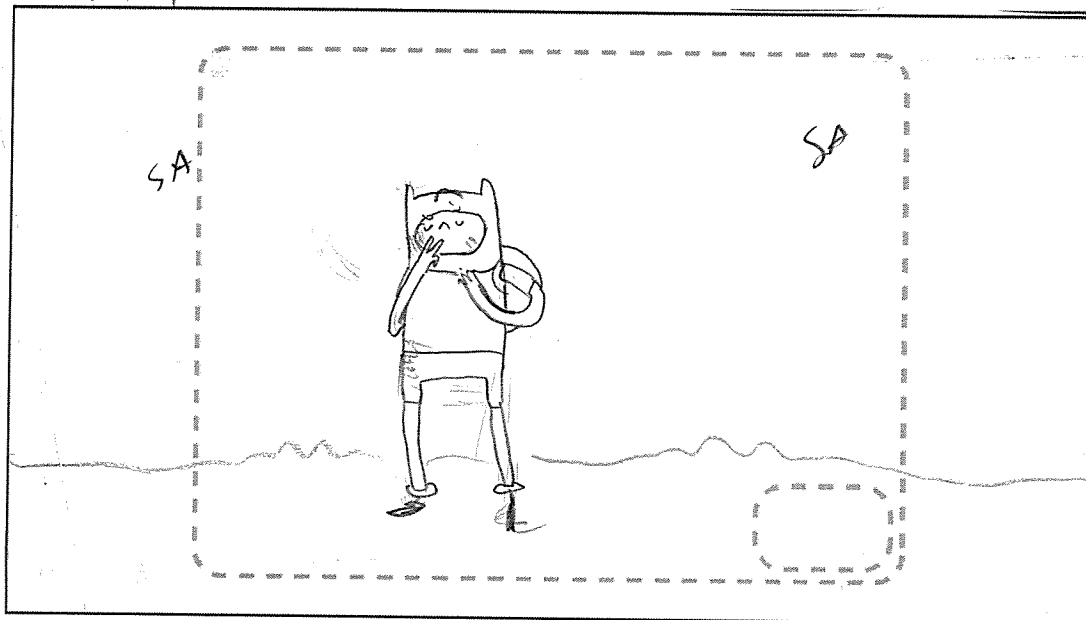
Page 203

Sc. 174

Pnl. 6

Bg.

day night

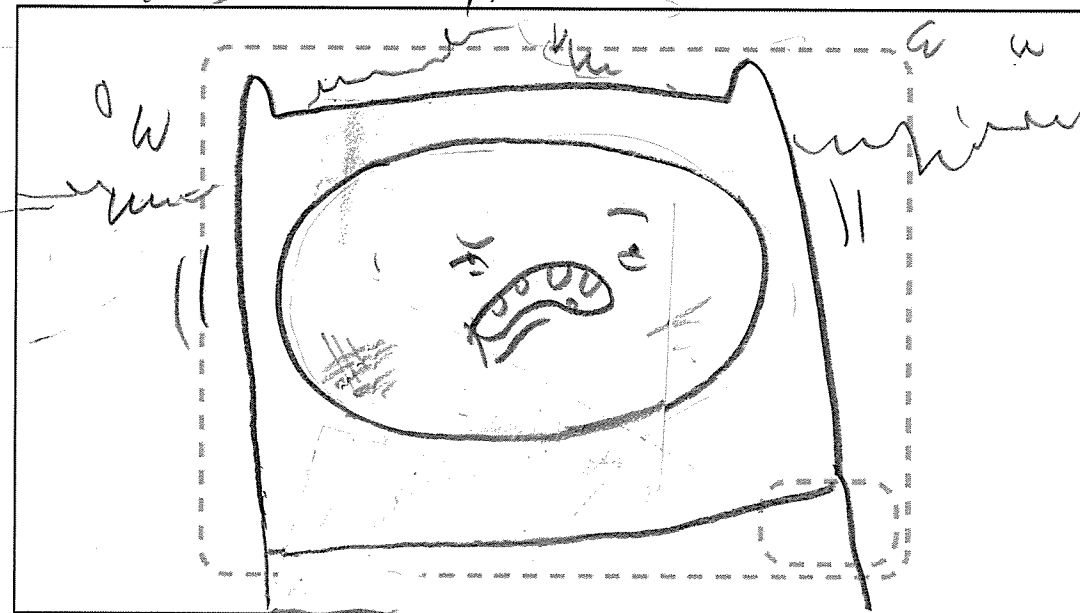


Sc. 175

Pnl. A

Bg.

day night



Dialog:

(\* Sniff sniff sniff sniff\*)

(F) eugh!

Action:

Timing:

EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

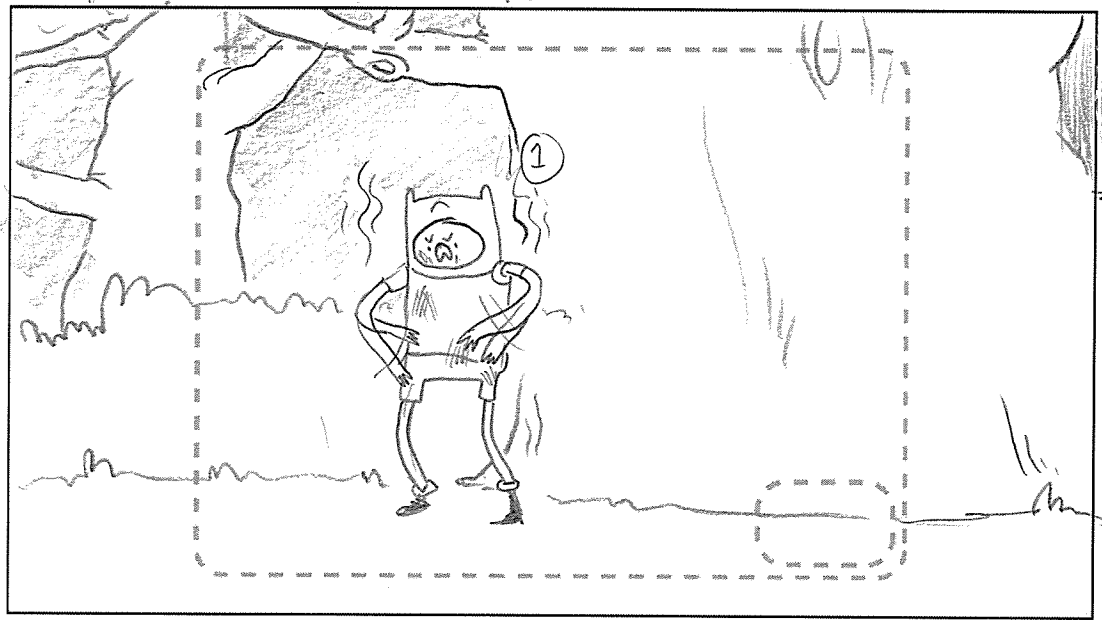


Sc. 176

Pnl. A

Bg.

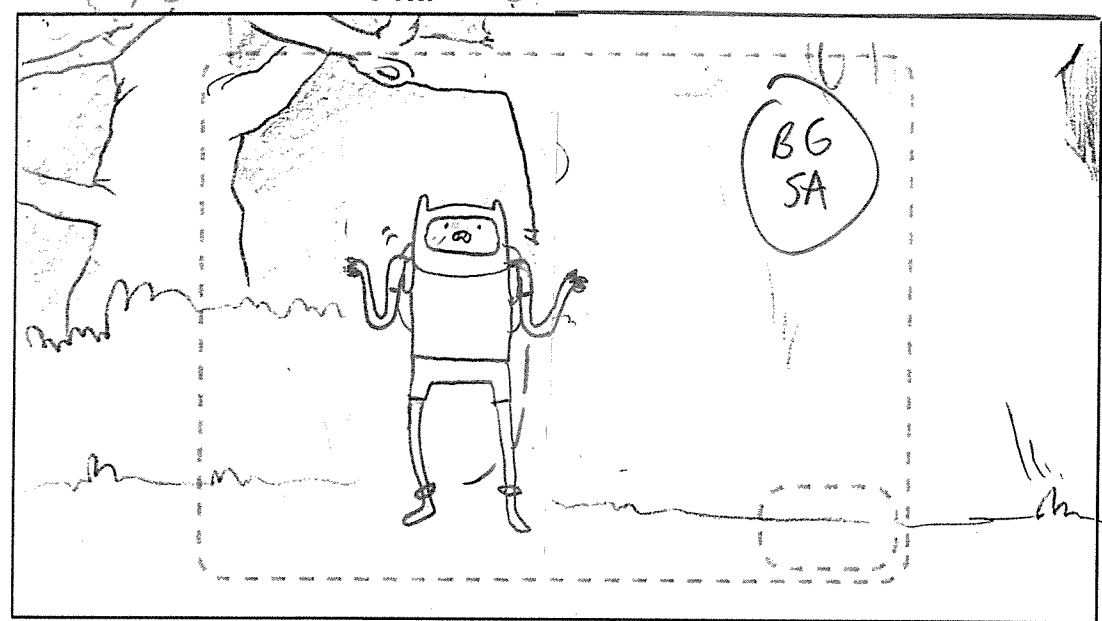
day night



Sc. 176

Pnl. B

Bg.



Dialog: (1) ew ew ew! (2) eh!

Action:

Timing:

WHAT WAS THAT  
CAGE MADE OF?

EPISODE #

100230

Production :

or transferred.

# ADVENTURE TIME



Page 204A

Sc. 176

Pnl. C

Bg.

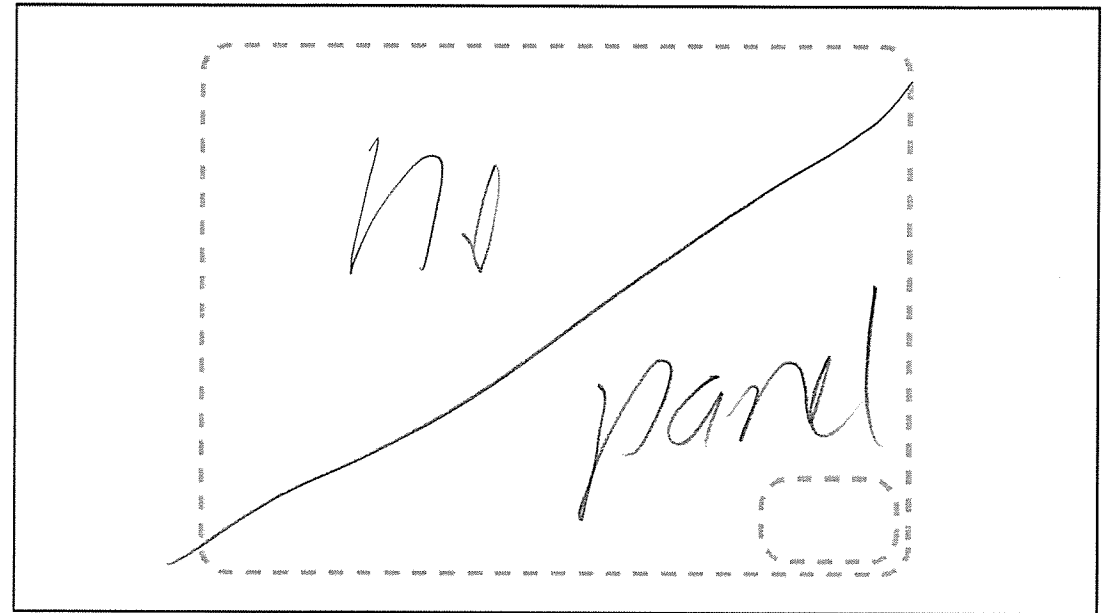
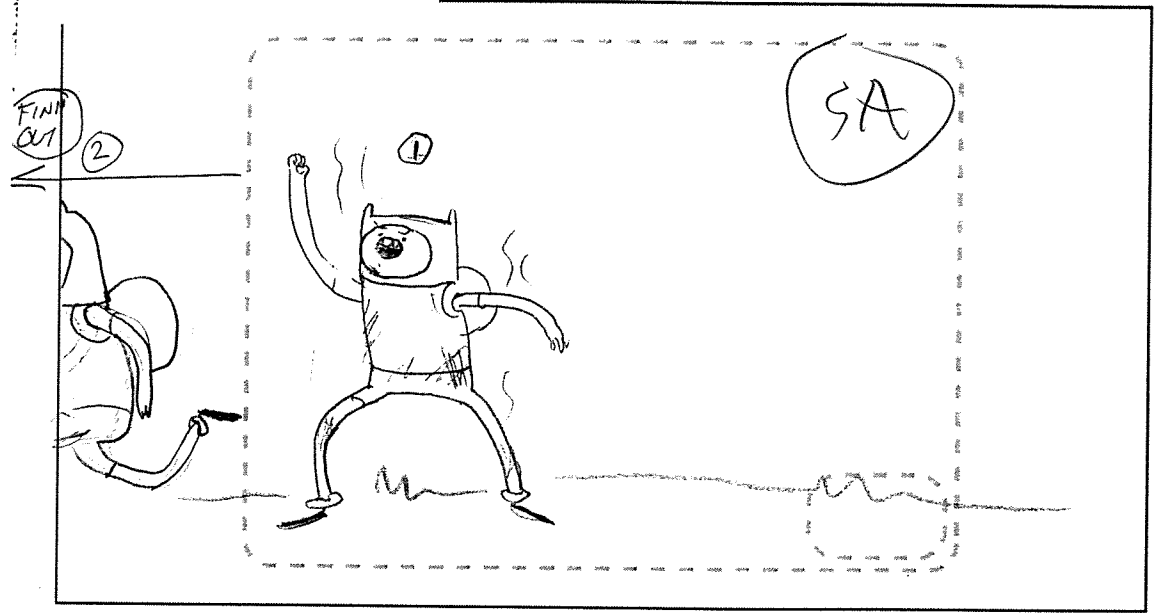
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) I'm comin' for ya, Jake!

Action:

Timing:

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be

EPISODE # 100230

Production :



# ADVENTURE TIME



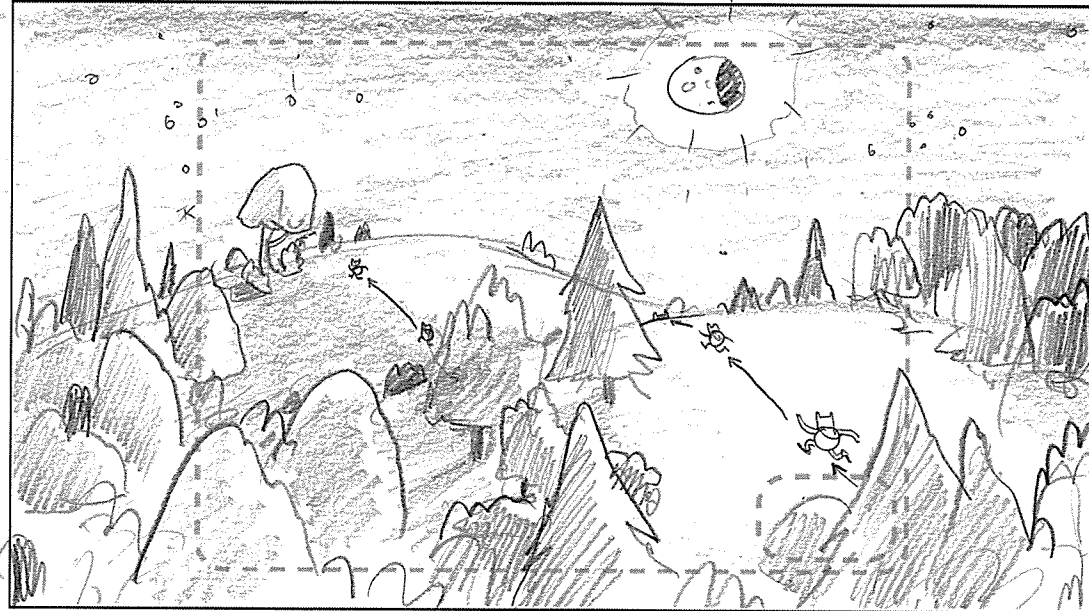
Page 205

Sc. 177

Pnl. A

Bg.

day night

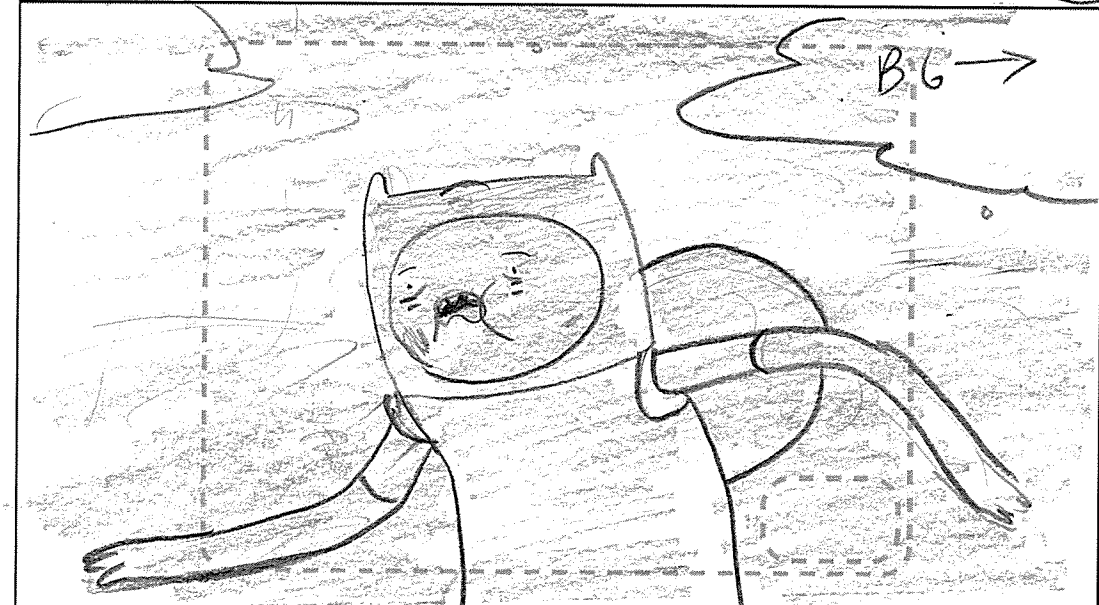


Sc. 178

Pnl. A

Bg.

day night



Dialog:

Finn (huff huff)

I hope I'm not too late...hang on Jake!

Action:

Finn runs over the hills in the moonlight.

Timing:

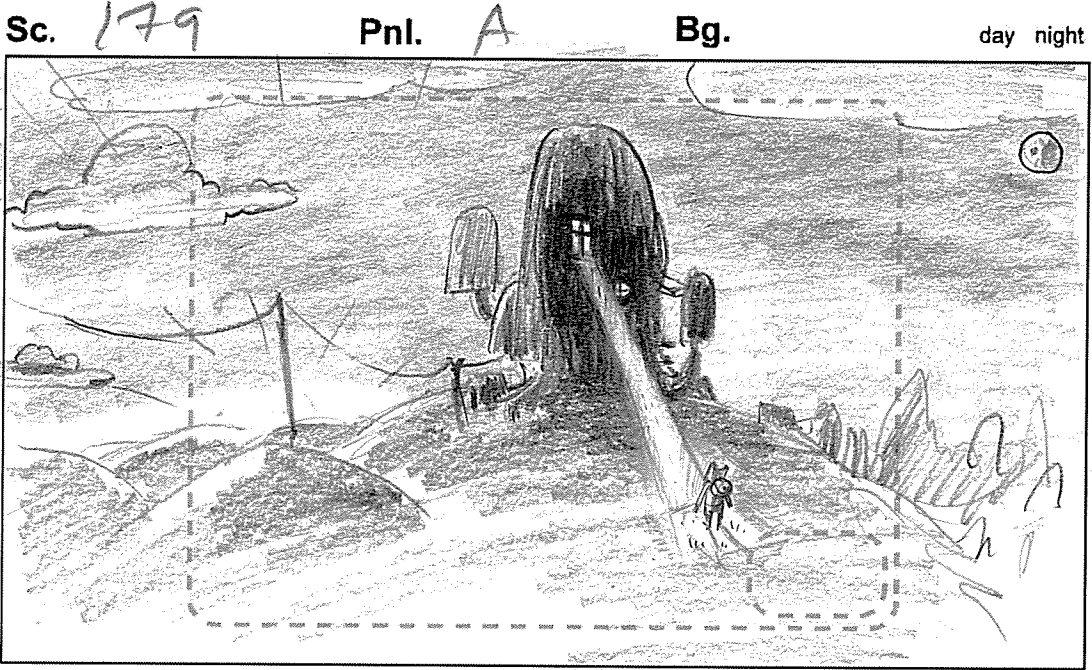
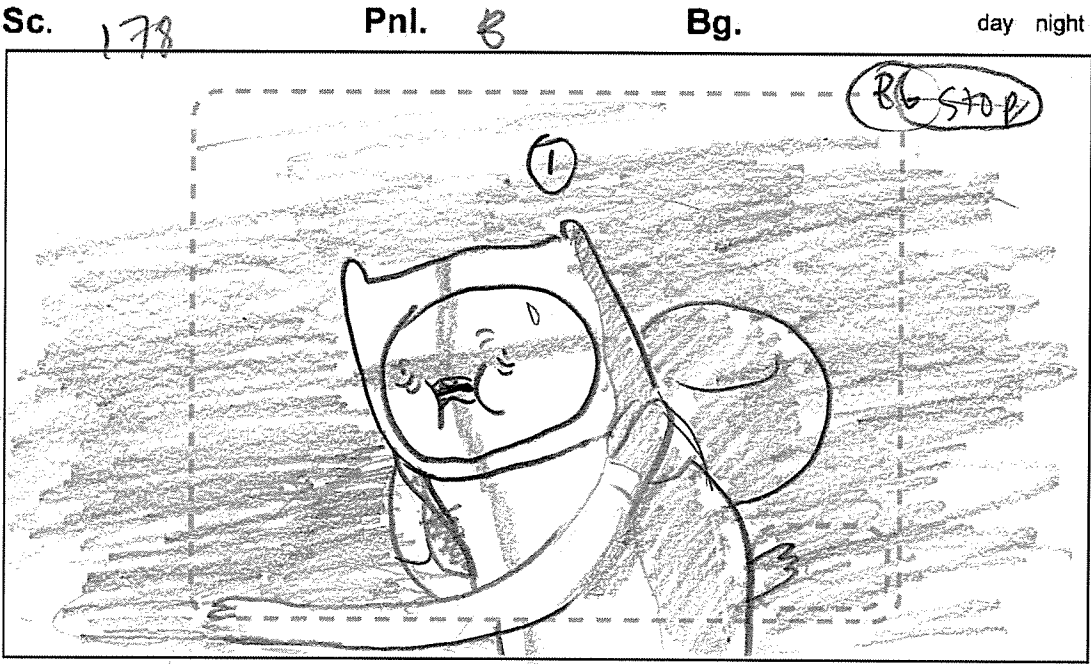
EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

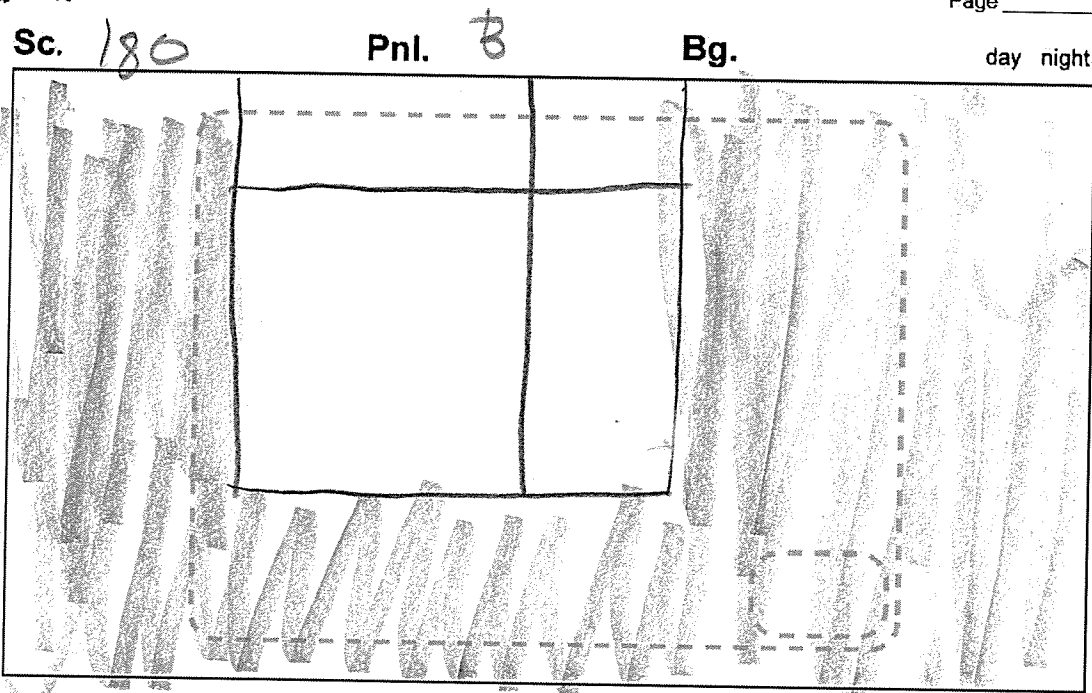
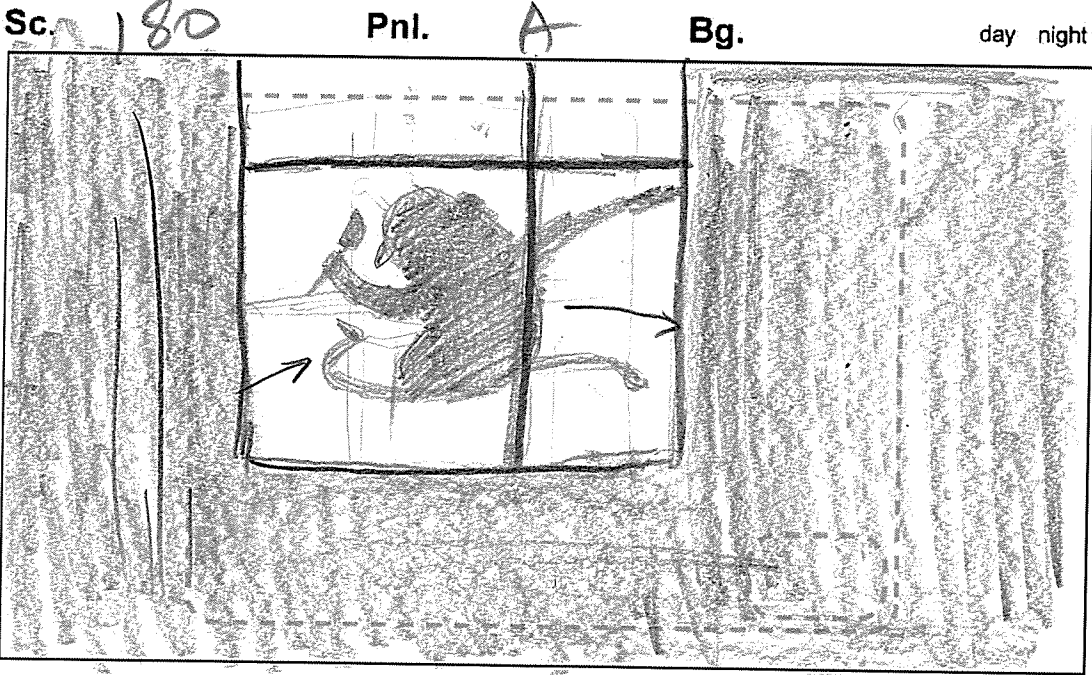


Dialog:	Finn ① (breathing heavily) ② whuh?	
Action:	Finn runs into patch of light stops, and looks up ②	(pre-dawn ext.) A light from a window in the treehouse shines on Finn
Timing:		



100230  
EPISODE #  
Production :

ADVENTURE TIME



Dialog: (music from inside the tree house \_\_\_\_\_)

Action: Jake's silhouette keeps into & out of view in the window

Timing:

EPISODE # 100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



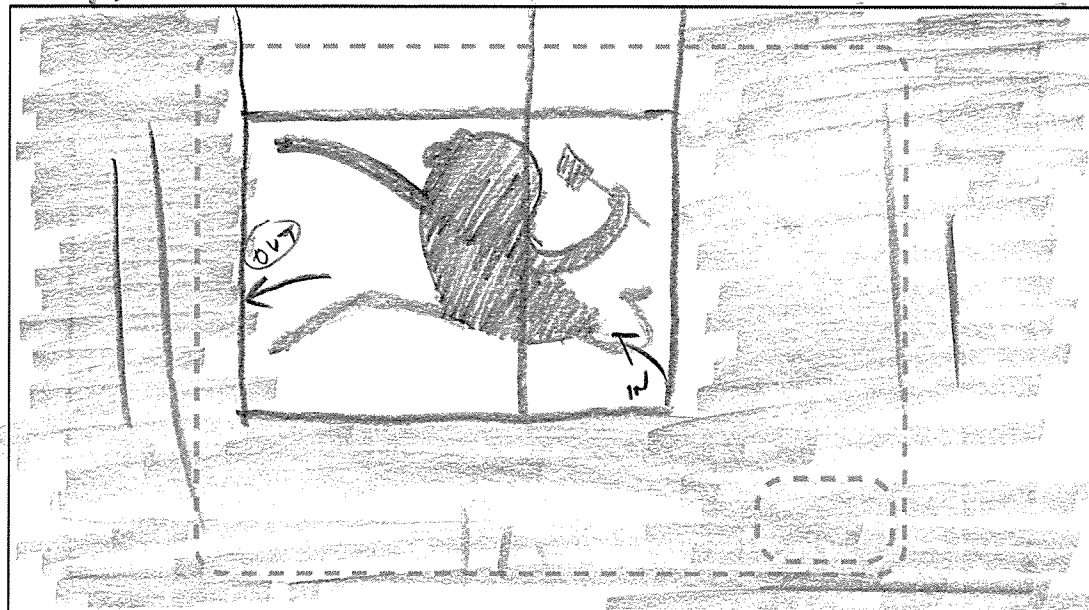
Page 208

Sc. 180

Pnl. C

Bg.

day night

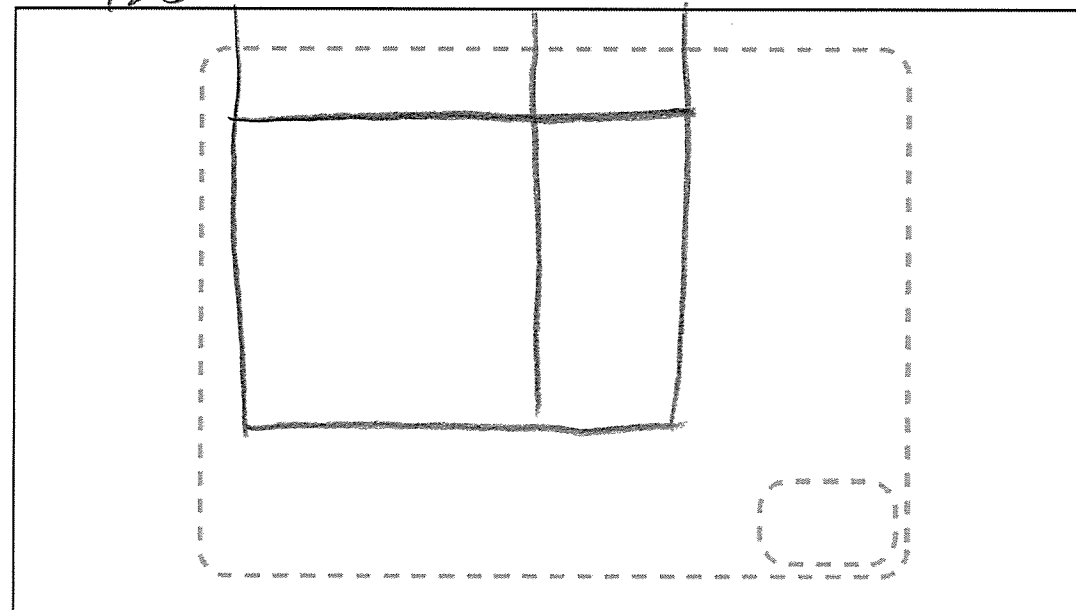


Sc. 186

Pnl. D

Bg.

day night



Dialog:

(music from inside the treehouse ~~~~~> )

Action:

Jakes silhouette leaps the other way across the window.

Timing:

Production :

EPISODE #

100230

ADVENTURE TIME

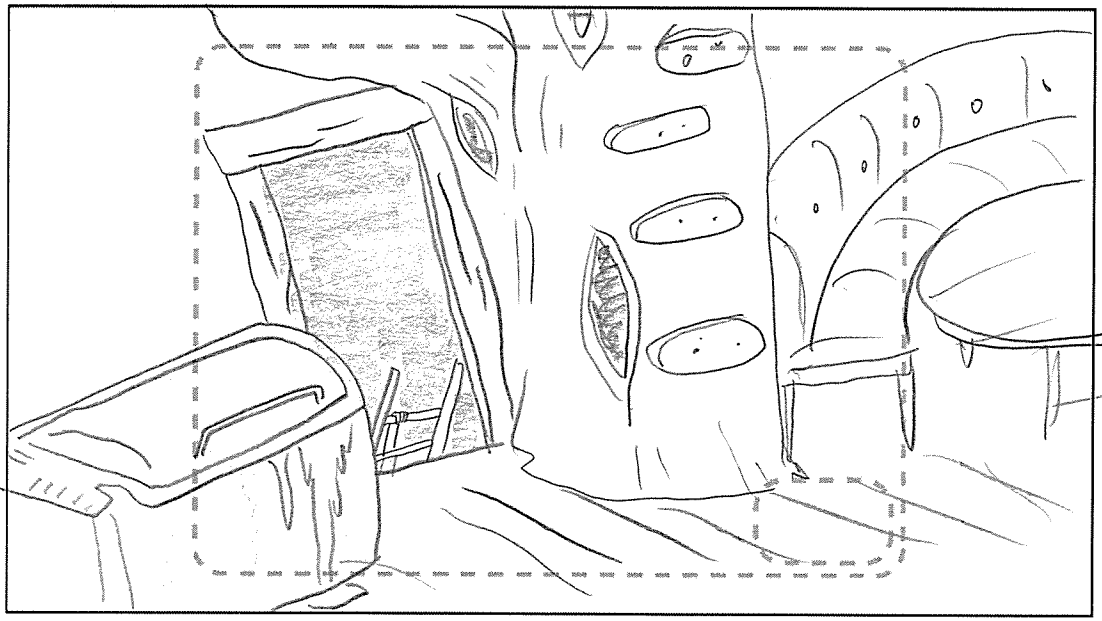


Sc. 181

Pnl. A

Bg.

day night

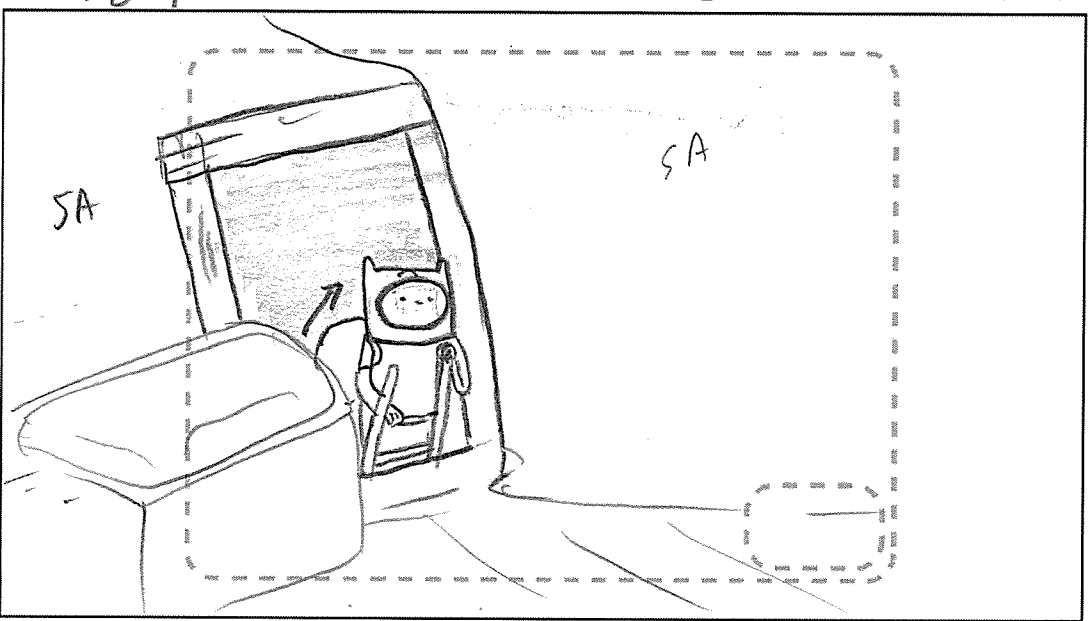



Sc. 181

Pnl. B

Bg.

day night



Dialog:	(louder, clearer music playing inside treehouse  )
Action:	
Timing:	

EPISODE # 100230

Production :

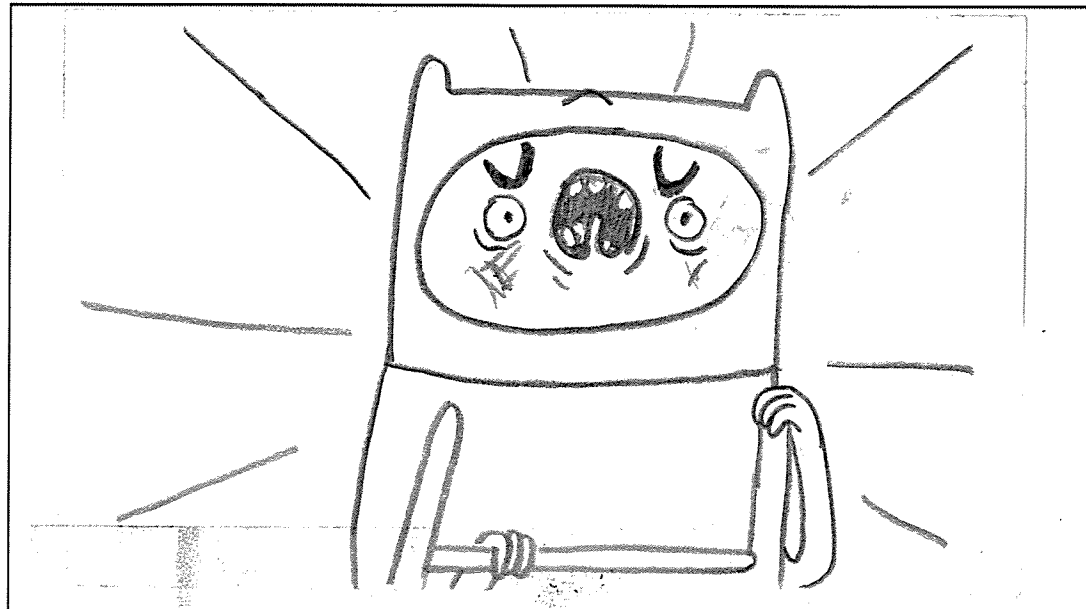
# ADVENTURE TIME



Page 210

Sc. 182 Pnl. A Bg.

day night



Sc. 183 Pnl. A Bg.

day night



Dialog:

(Finn) (G A A S P !)

(Jake) (singing) I'm not really sick ! Gront!

Action:

Jake dances in the kitchen,

Timing:

Production :

EPISODE #

100230

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 183 Pnl. 8 Bg. day night

So

SA

Sc. 183 Pnl. 9 Bg. day night

SA

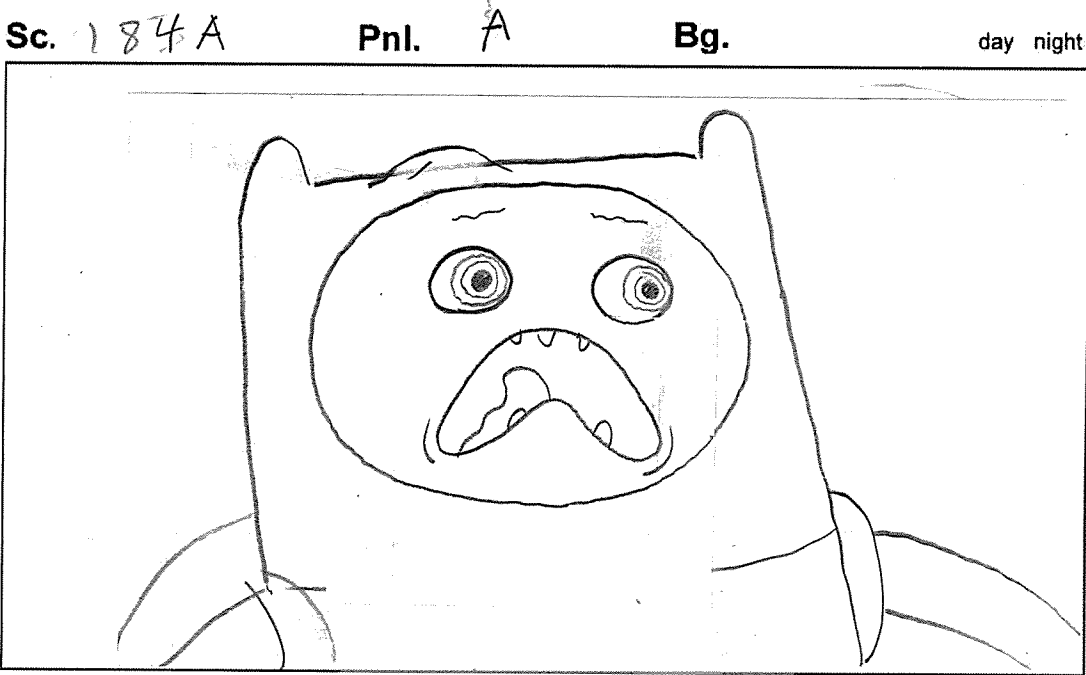
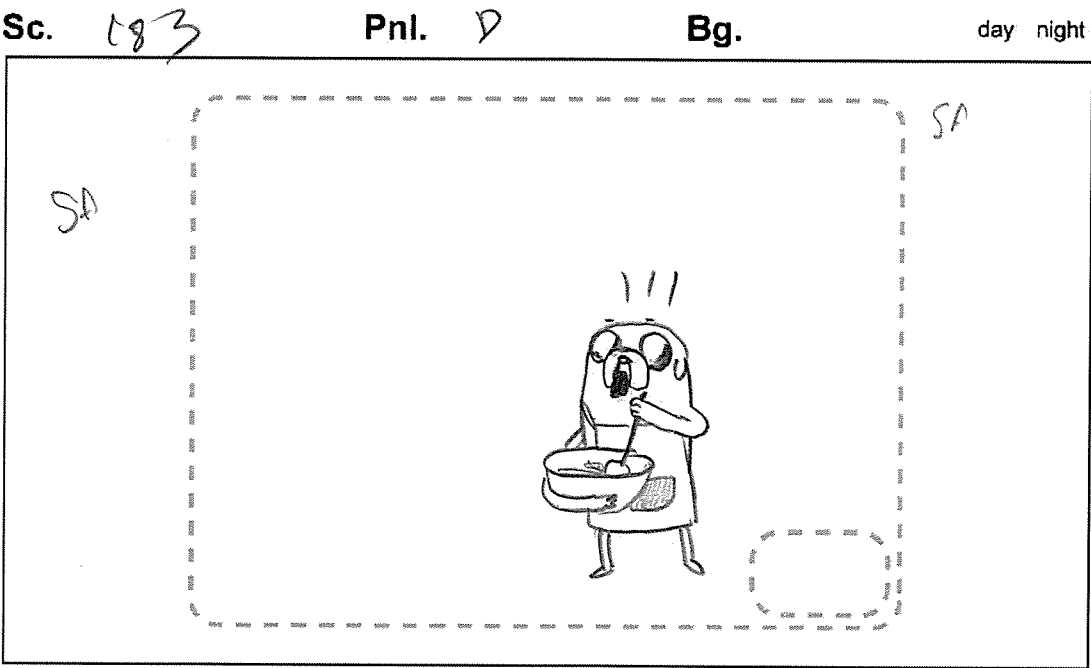
SA

Dialog:	Ⓜ I'm not really sick! huh!	Ⓜ I'm not really sick!
Action:	Jake dances & pours some batter in his mouth from a spatula.	
Timing:		

EPISODE # 100230

Production :

ADVENTURE TIME



Dialog:	① Finn!!
Action:	Jake wears finger finger
Timing:	

EPISODE # 100230

Production :



ADVENTURE TIME

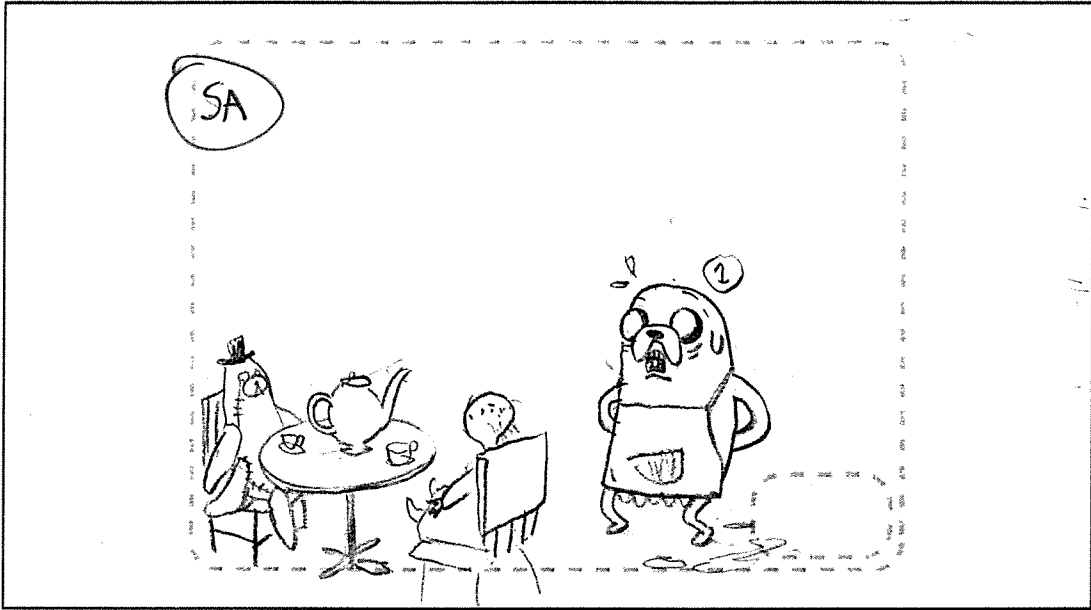


Sc. 184 B

Pnl. A

Bg.

day night



Dialog: its not what it looks like!

Action:

Timing:

Sc. 184 B

Pnl. B

Bg.

day night



Dialog:

Jake turns and looks at Mr. Fingers

Timing:

100230

EPISODE #

Production :

ADVENTURE TIME

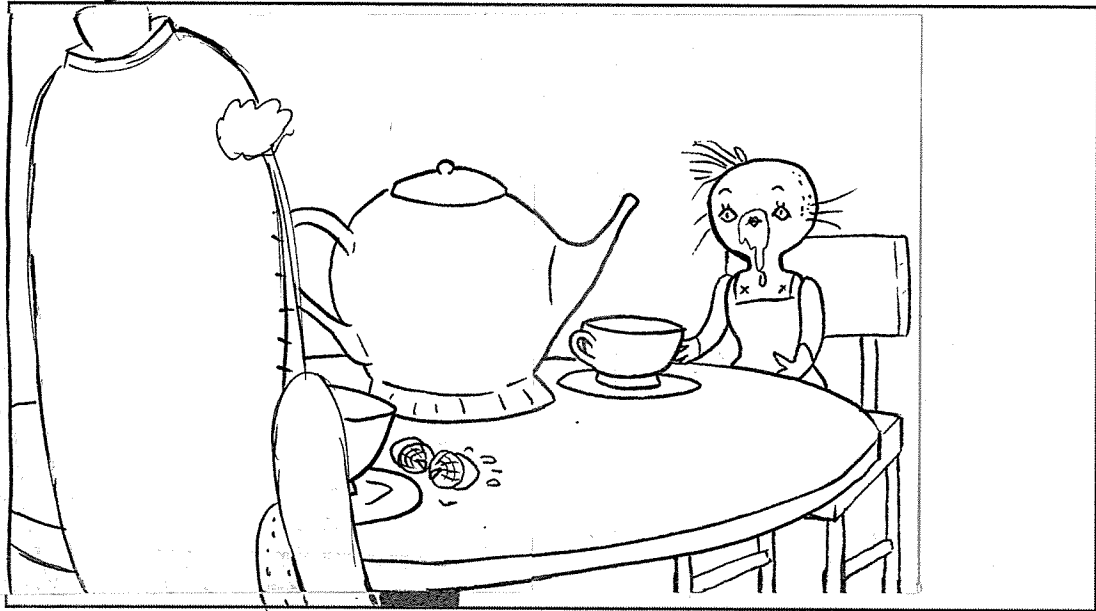


Sc. 184C

Pnl. A

Bg.

day night

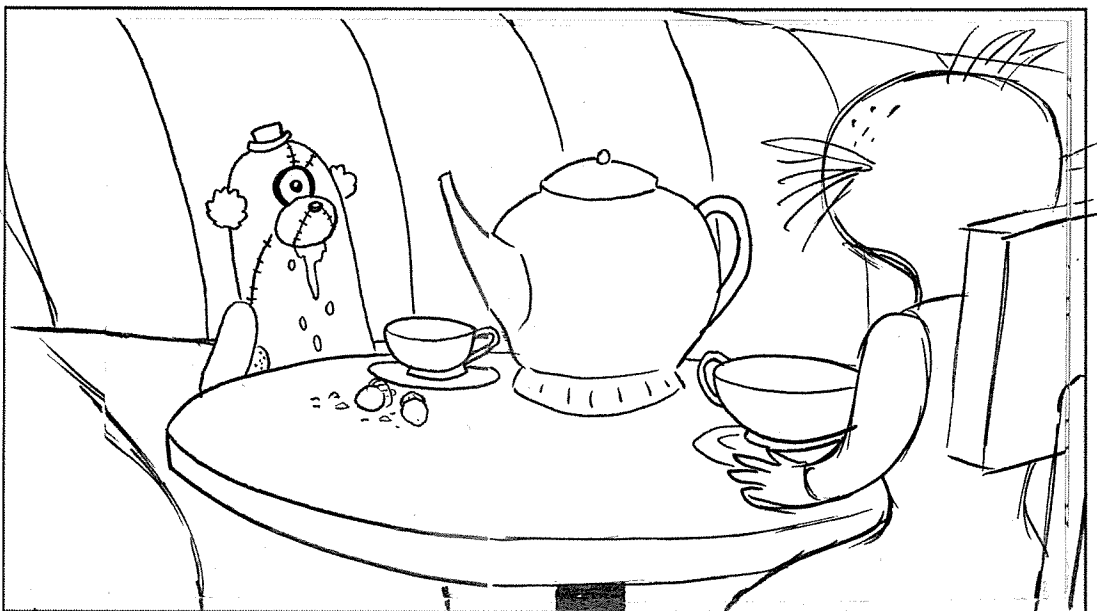


Sc. 185

Pnl. A

Bg.

day night



Dialog:

Jake Uh...

J Uh...

Action:

Timing:

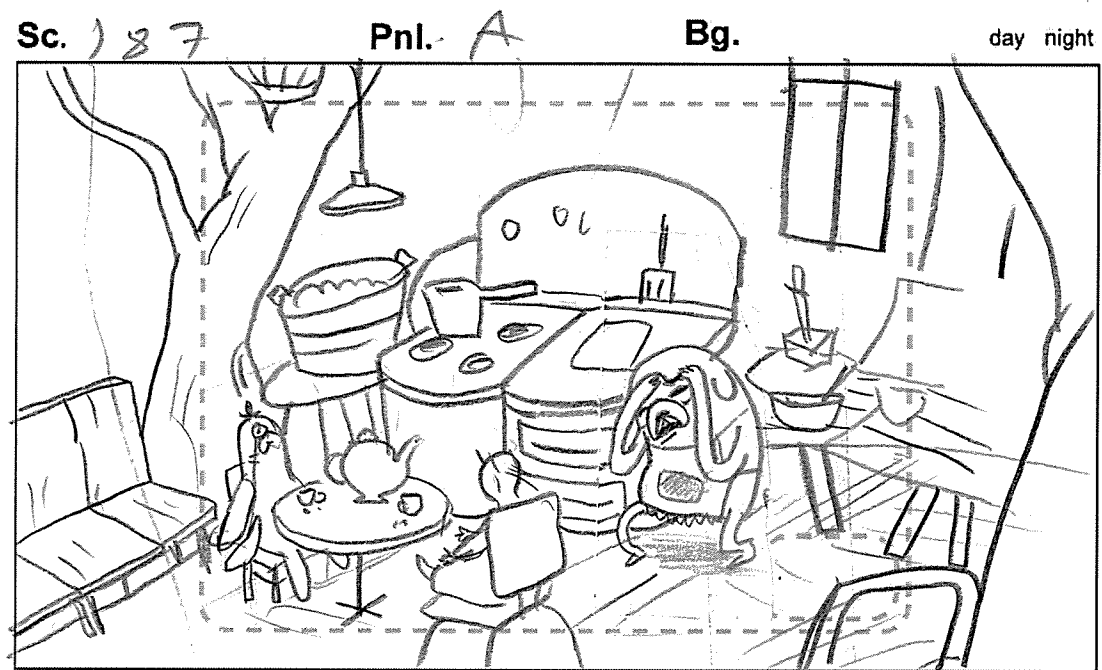
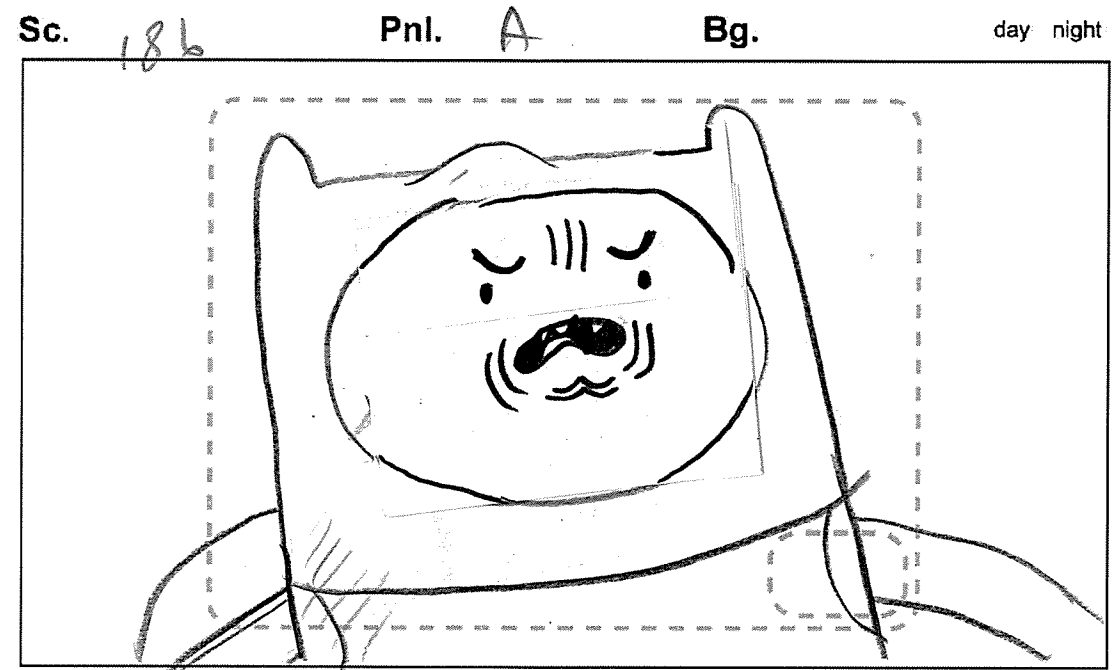
100230

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>F. YOU'RE NOT REALLLY SICK!! YOU'RE JUST A BIG <u>WEIRD</u> <u>DERK</u>!</p>	<p>Take Oh! I guess it <u>IS</u> what it looks like!</p>
Action:		
Timing:		

EPISODE # 100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



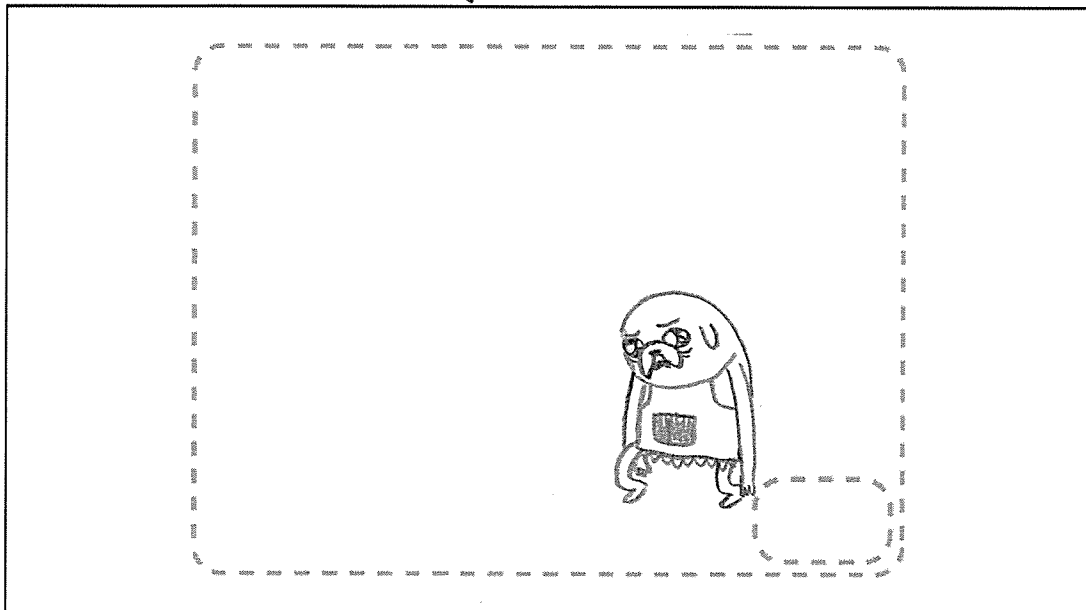
Page 215

Sc. 187

Pnl. B

Bg.

day night

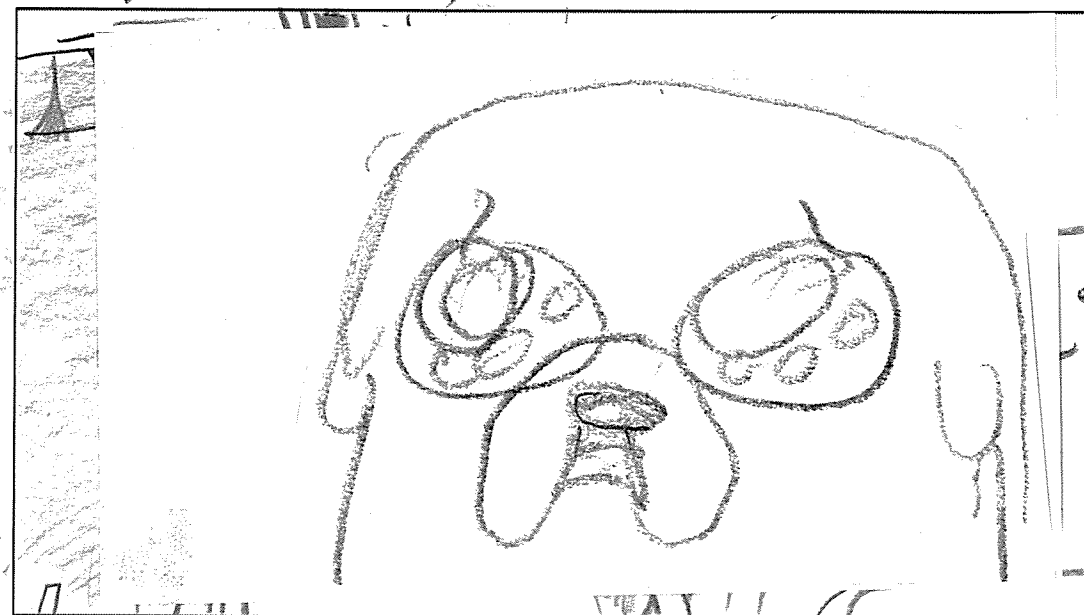


Sc. 188

Pnl. A

Bg.

day night



Dialog: ① I am a big Jerk..

Action:

Timing:

J: I FAKED BEING SICK

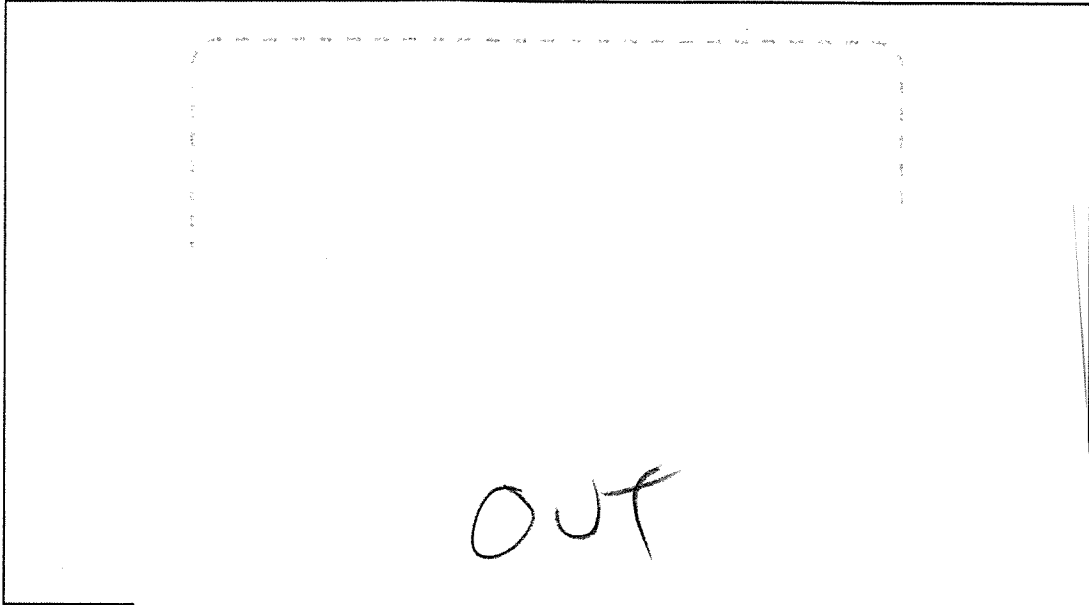
EPISODE #

100230

ADVENTURE TIME



Sc. 187 Pnl. B Bg. day night



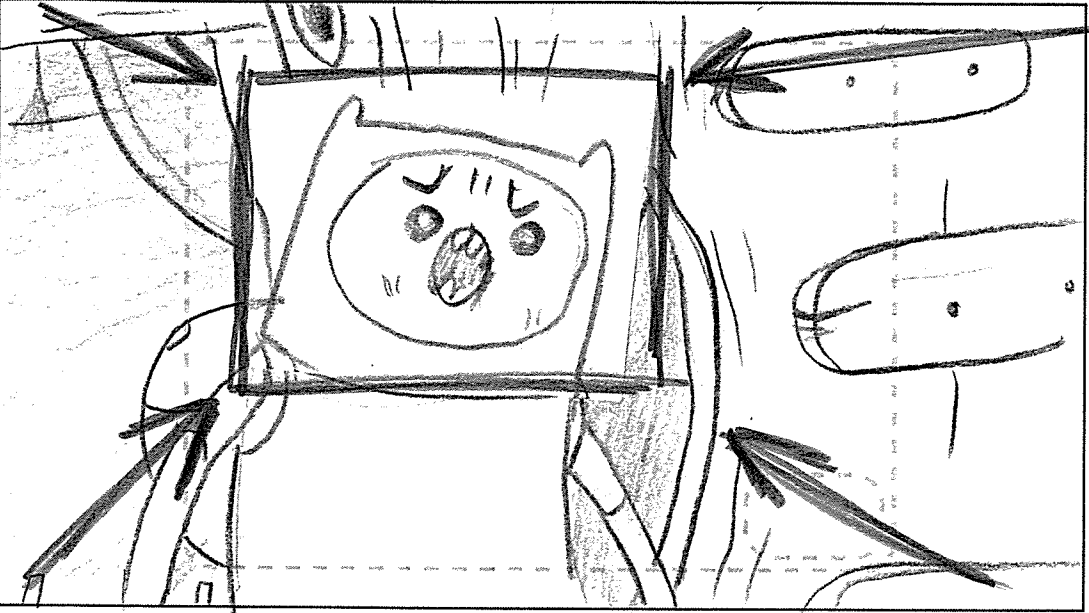
OUT

Dialog: (

Action:

Timing:

Sc. 188 Pnl. A Bg. day night



#

WHYKYKY!!

EPISODE #

100230

Production :

# ADVENTURE TIME



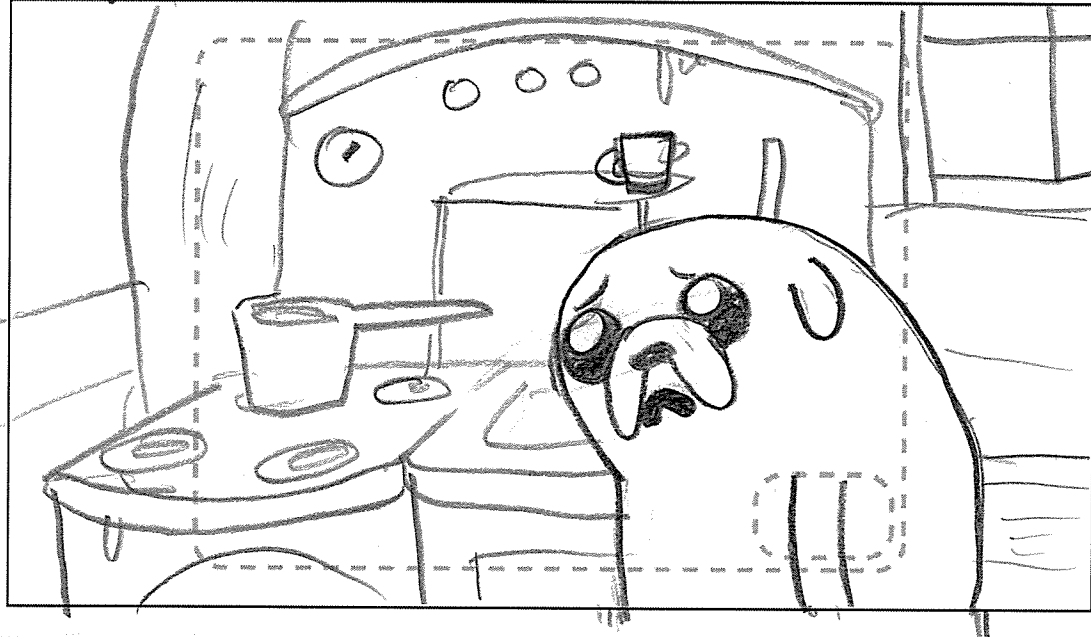
Page 216

Sc. 189

Pnl. A

Bg.

day night

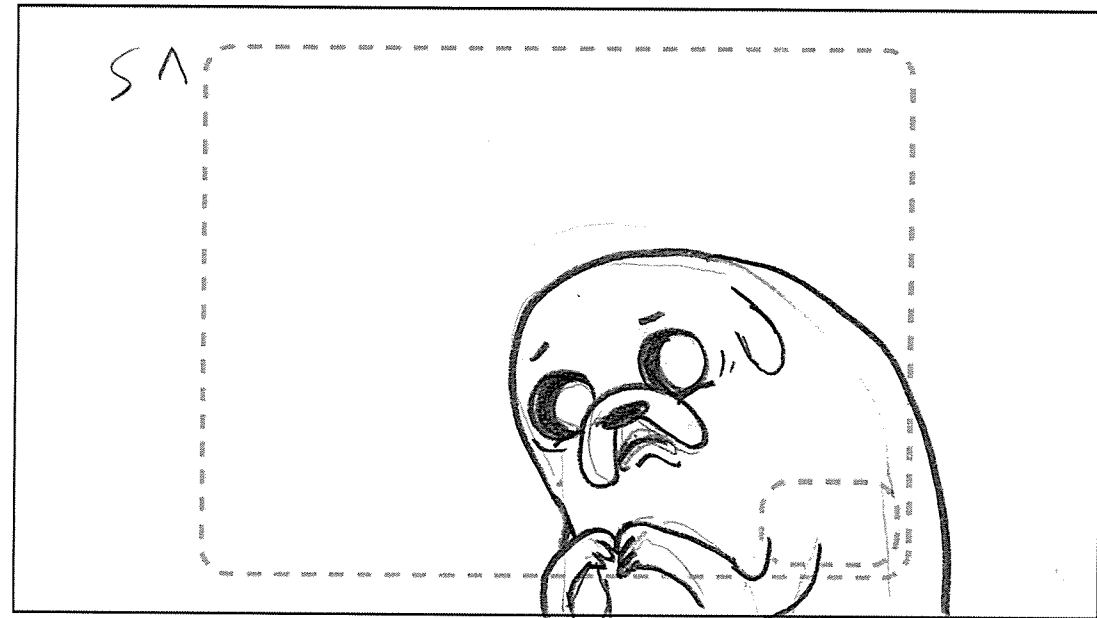


Sc. 189

Pnl. B

Bg.

day night



Dialog:

① I just wanted to be alone so  
I could do weird stuff...

① AND I DIDN'T WANT YOU TO  
SEE...

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



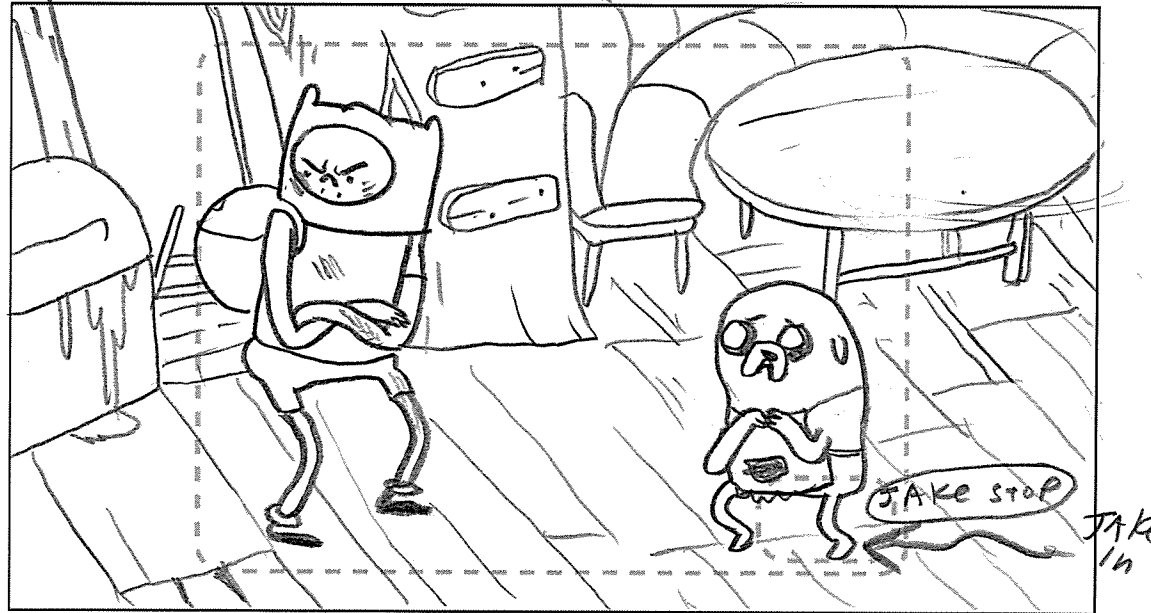
Page 217

Sc. 190

Pnl. A

Bg.

day night

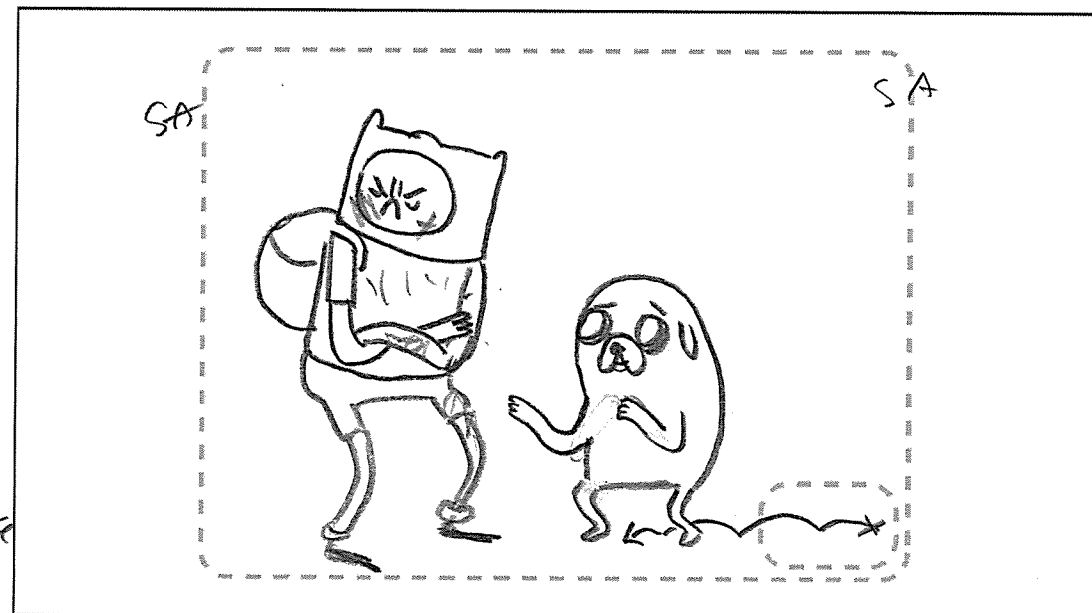


Sc. 190

Pnl. B

Bg.

day night



Dialog:

(Finn) (angry breathing

)  
① But hey...

Action:

Jake walks into frame and stops.

Jake sidles up to Finn

Timing:

EPISODE #

100230

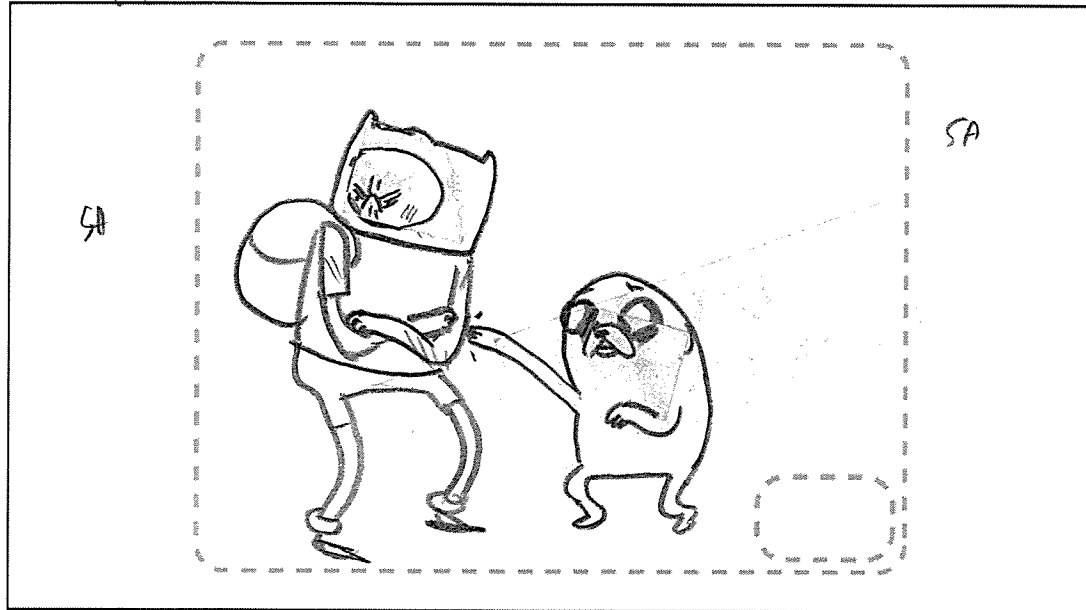
Production :

# ADVENTURE TIME

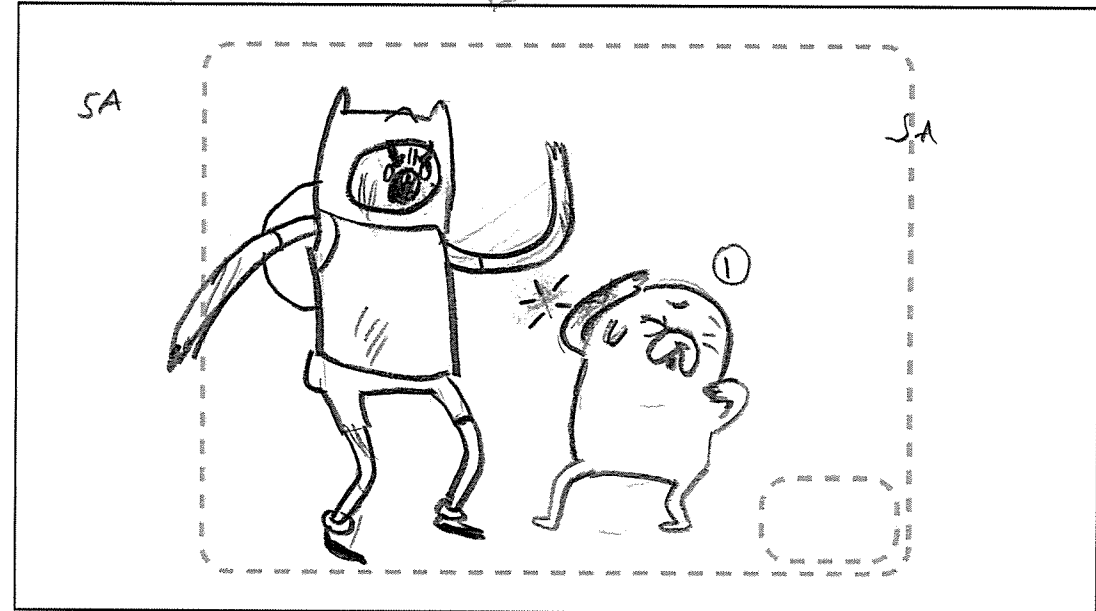


Page 218

Sc. 190 Pnl. C Bg. day night



Sc. 196 Pnl. D Bg. day night



Dialog:

① I bet you got an awesome story out of it!

② No TOUCHY! (\*smack!\*)

Action:

Jake reaches out and barely touches Finn.

Finn smacks Jakes arm away

Timing:



100230

EPISODE #

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



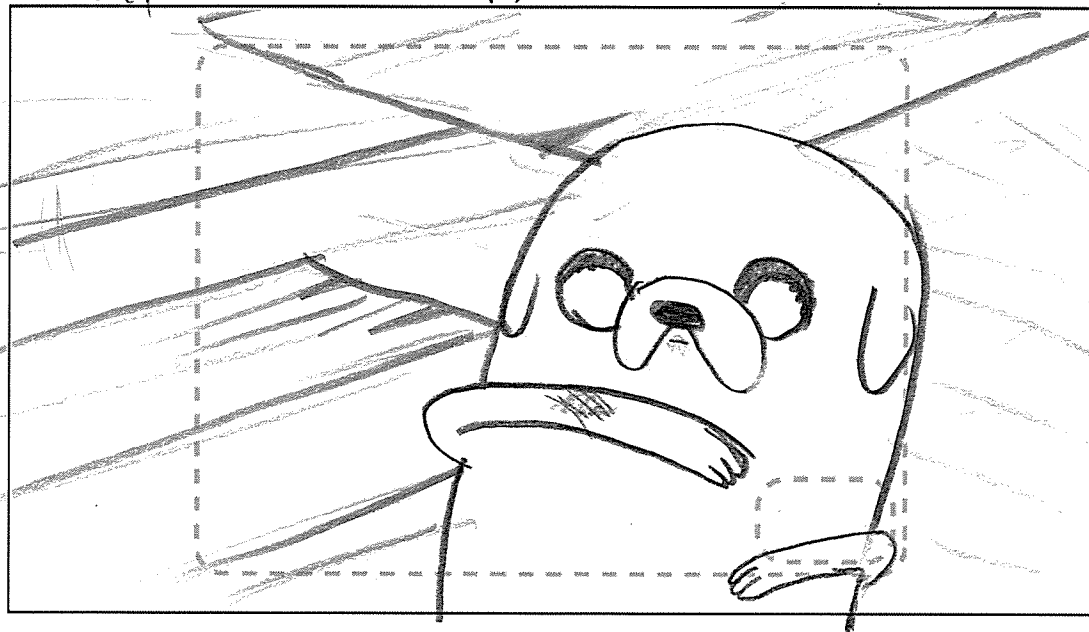
Page 219

Sc. 191

Pnl. A

Bg.

day night

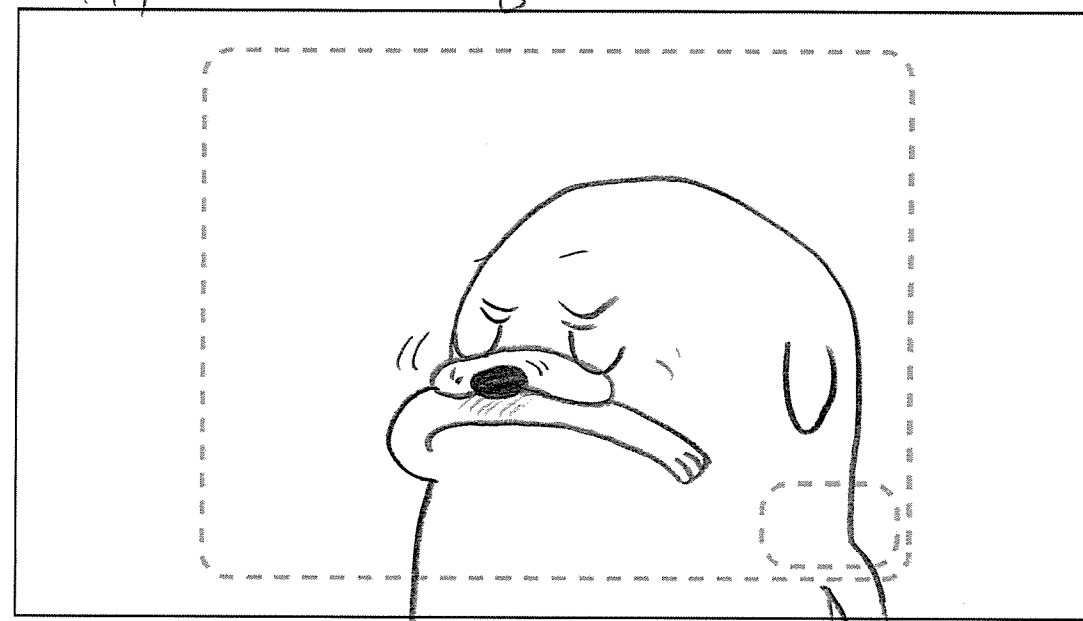


Sc. 191

Pnl. B

Bg.

day night



Dialog:

① \* sniff \*

① \* sniff sniff sniff sniff! \*

Action:

Timing:

EPISODE #

100230

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



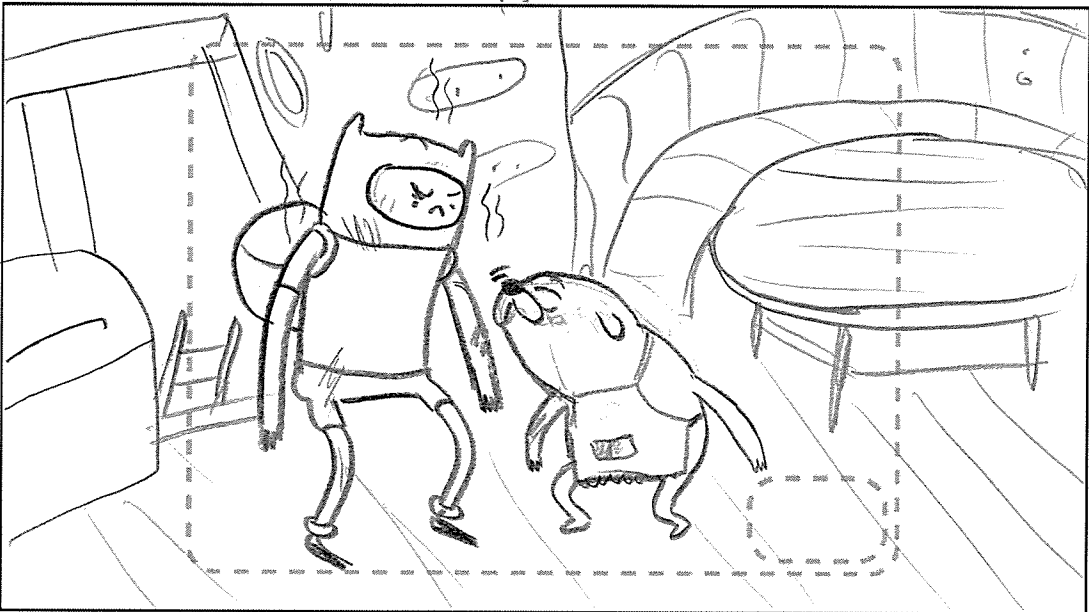
Page 220

Sc. 192

Pnl. A

Bg.

day night

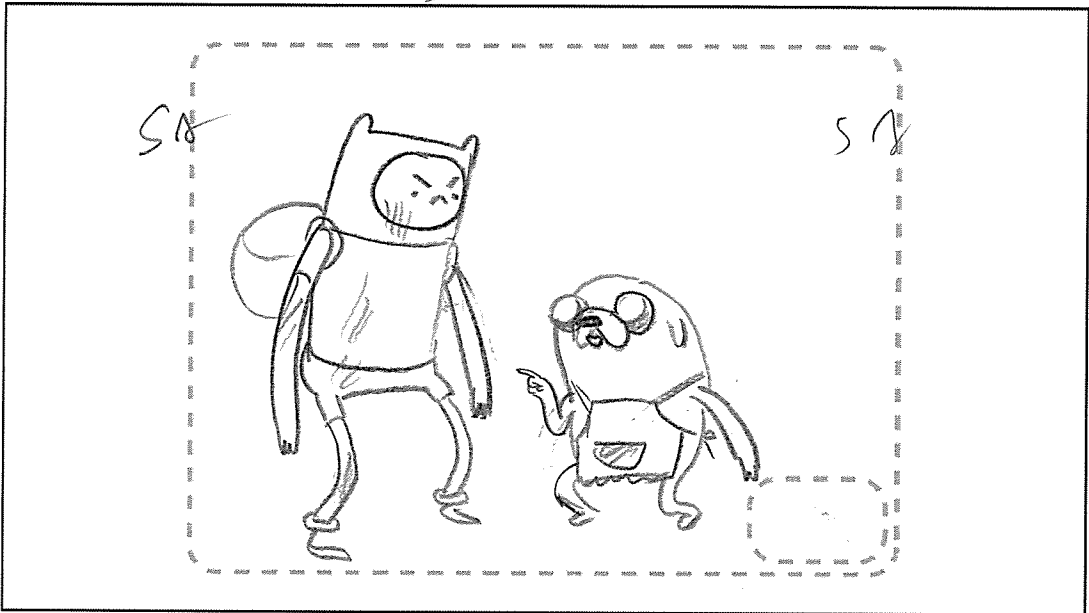


Sc. 192

Pnl. B

Bg.

day night



Dialog:

① (Sniffing)

① You smell like business!

Action:

Timing:

EPISODE #

100230

Production :

ADVENTURE TIME



Sc. 192 Pnl. C Bg. day night

Sc. 192 Pnl. D Bg. day night

Dialog: (F) YEH... WHAT IS THAT ANYWAYS?

Action:

Timing:

(J) Animal Business?

EPISODE #

Production :

100230

# ADVENTURE TIME



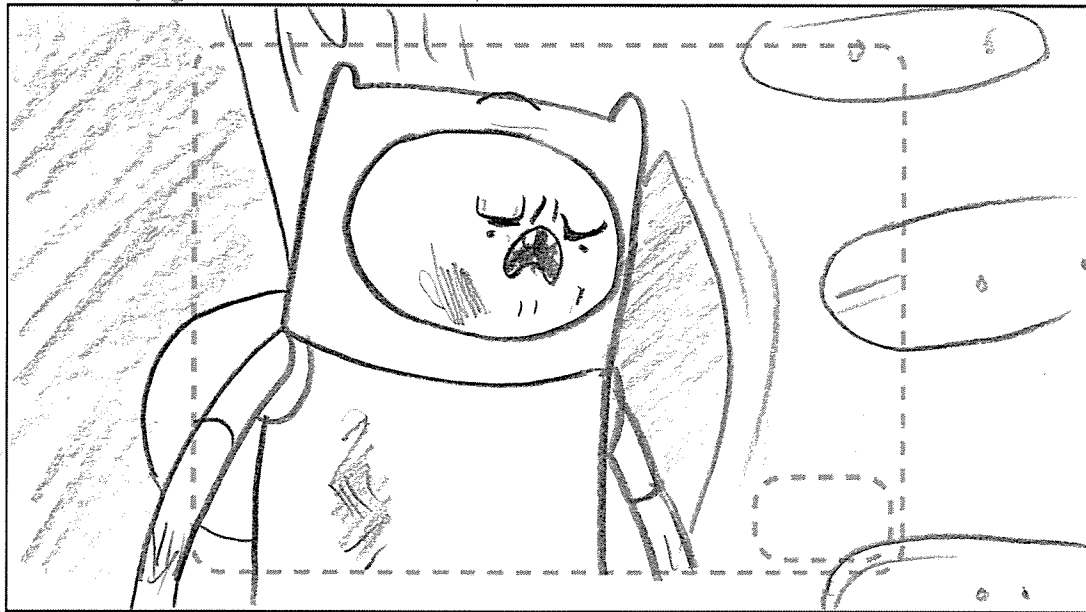
Page 222

Sc. 193

Pnl. A

Bg.

day night

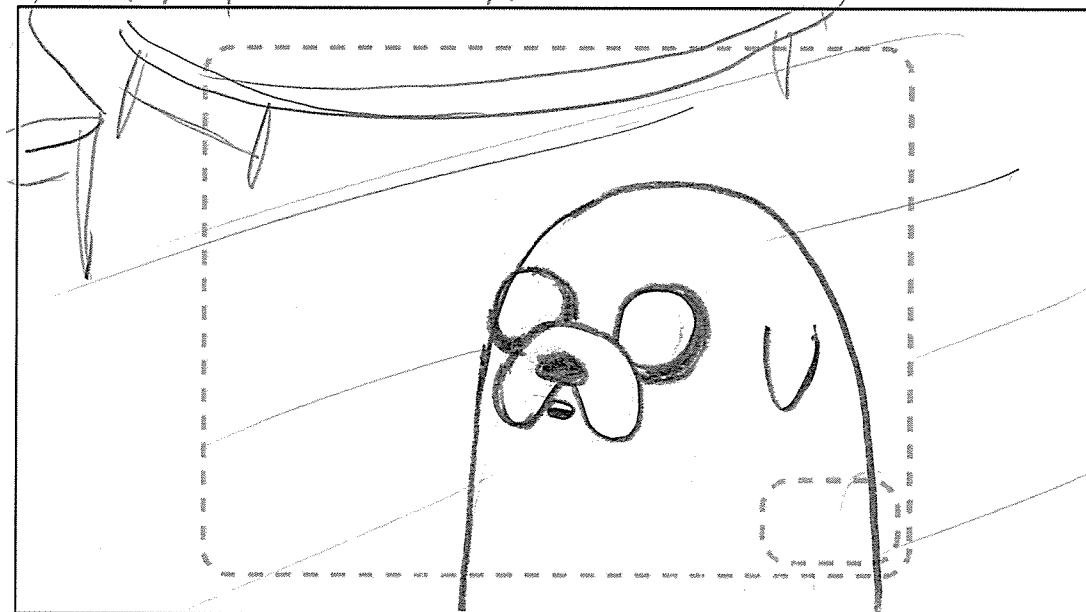


Sc. 194

Pnl. A

Bg.

day night



Dialog:

Ⓕ

I WAS IN A CAGE  
MADE OUT OF IT...

Action:

Timing:

Ⓖ

(Beat) Dude... It's feces.  
...you're covered in feces.

EPISODE #

100230

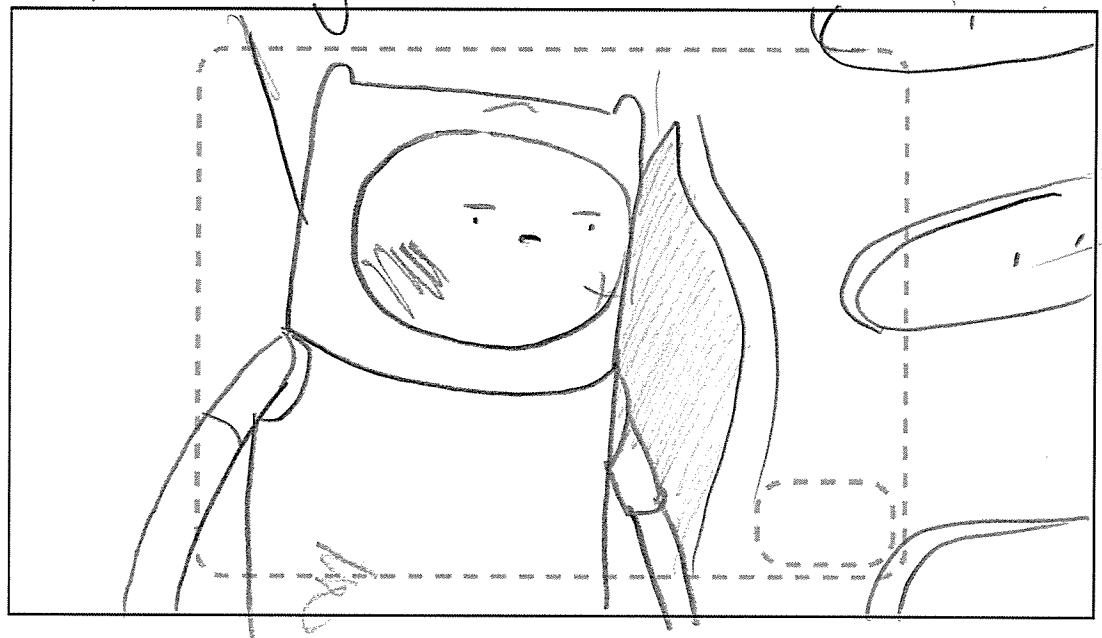
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

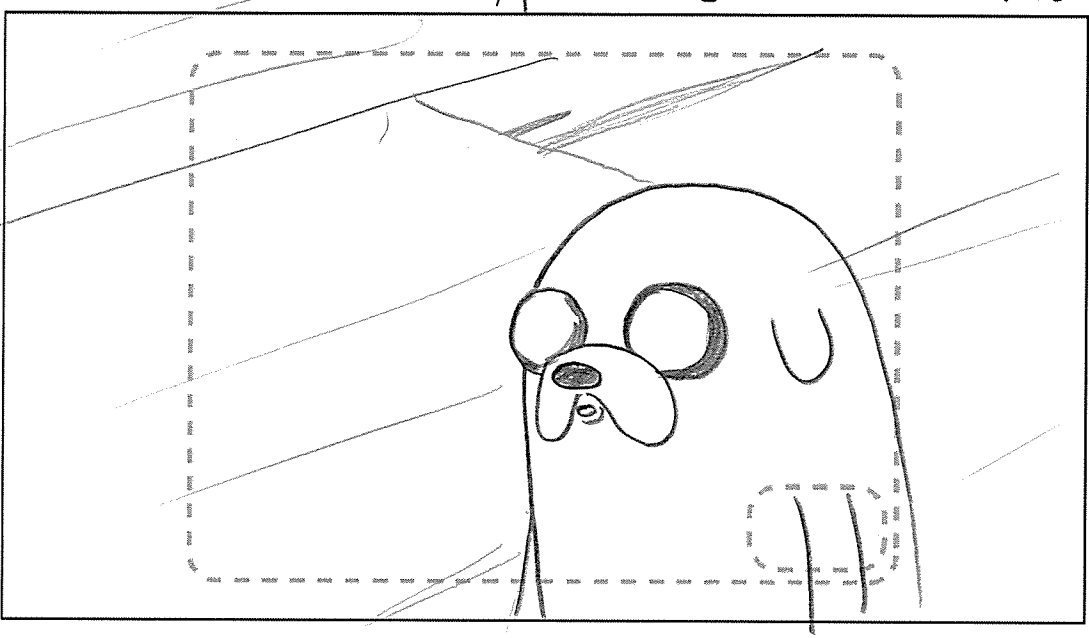
# ADVENTURE TIME



Sc. 195 Pnl. A Bg. day night



Sc. 196 Pnl. A Bg. day night



Dialog:	
(F) (BEAT . . . .)	(J): poop, dood.
Action:	
Timing:	

EPISODE # 100230  
Production :

ADVENTURE TIME

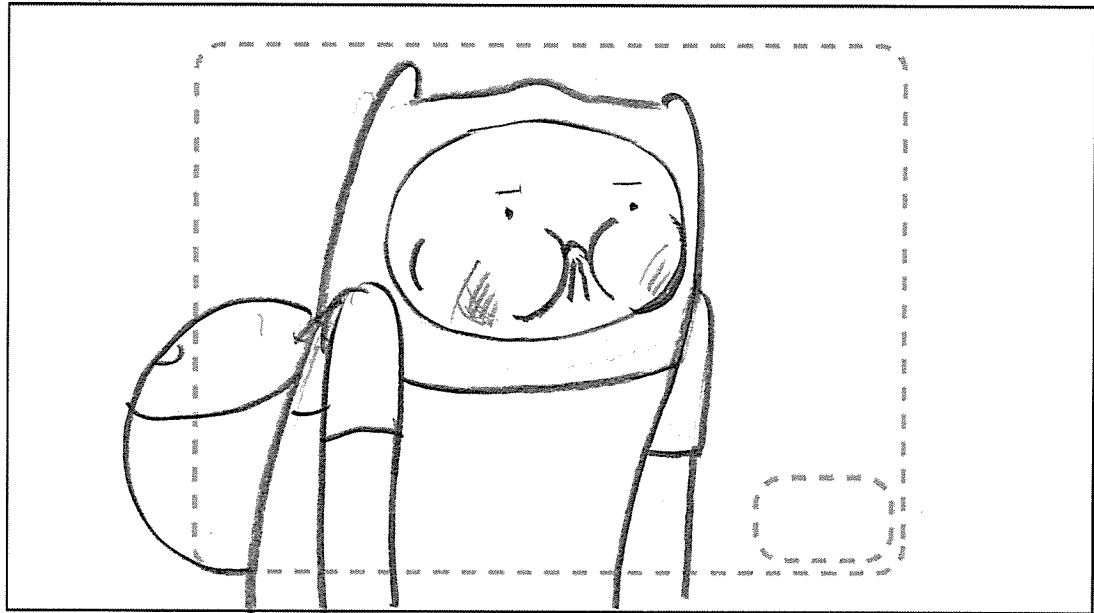


Sc. 197

Pnl. A

Bg.

day night

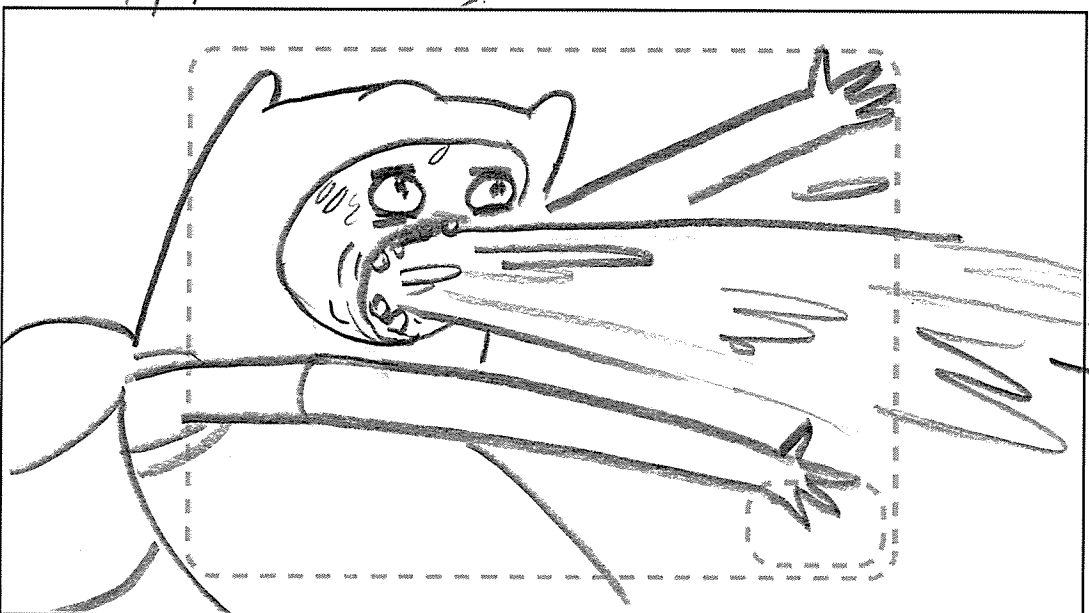


Sc. 197

Pnl. B

Bg.

day night



Dialog:

(F) (\*uip\*)

Action:

Timing:

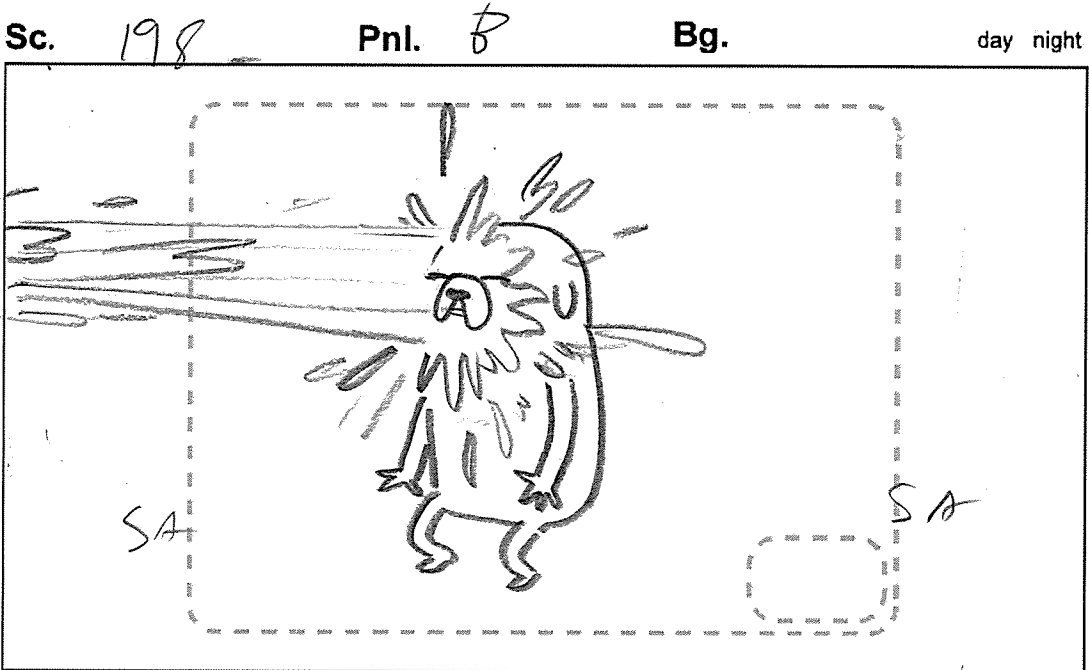
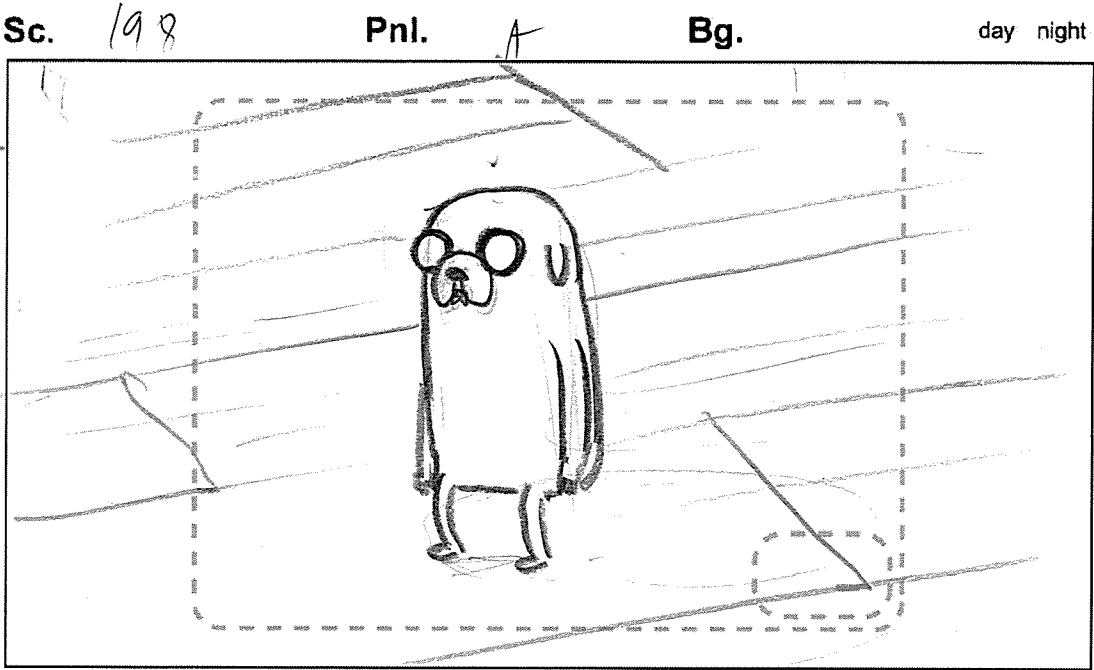
(F) BLAAAARG!

Production :

EPISODE #

100230

ADVENTURE TIME



Dialog:	( sick sounds —————→ )
Action:	
Timing:	

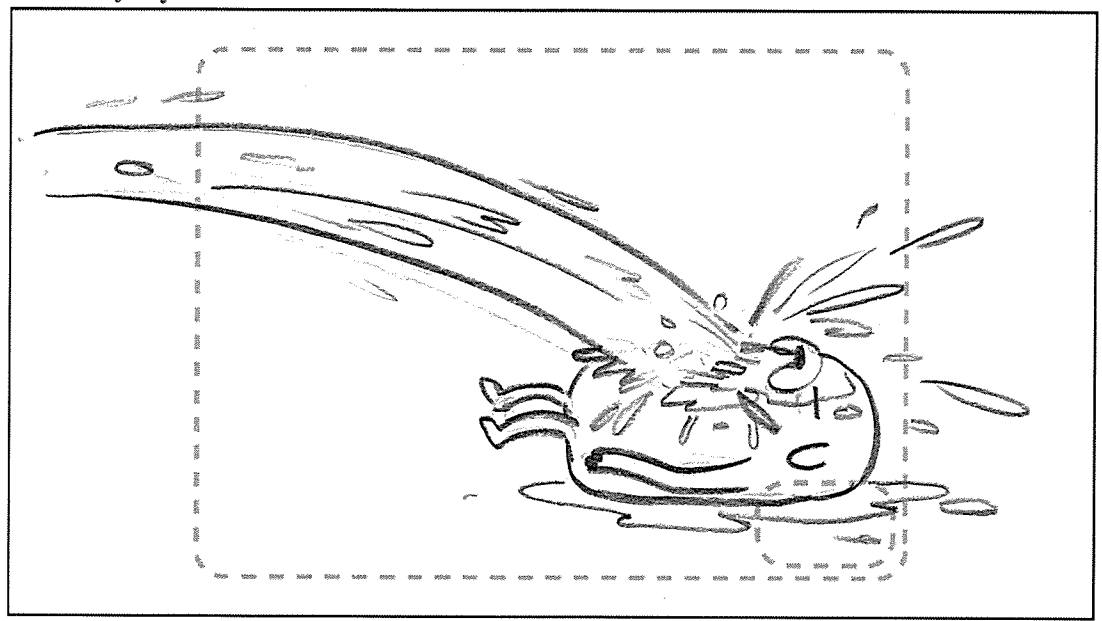
Production :  
EPISODE # 100230

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

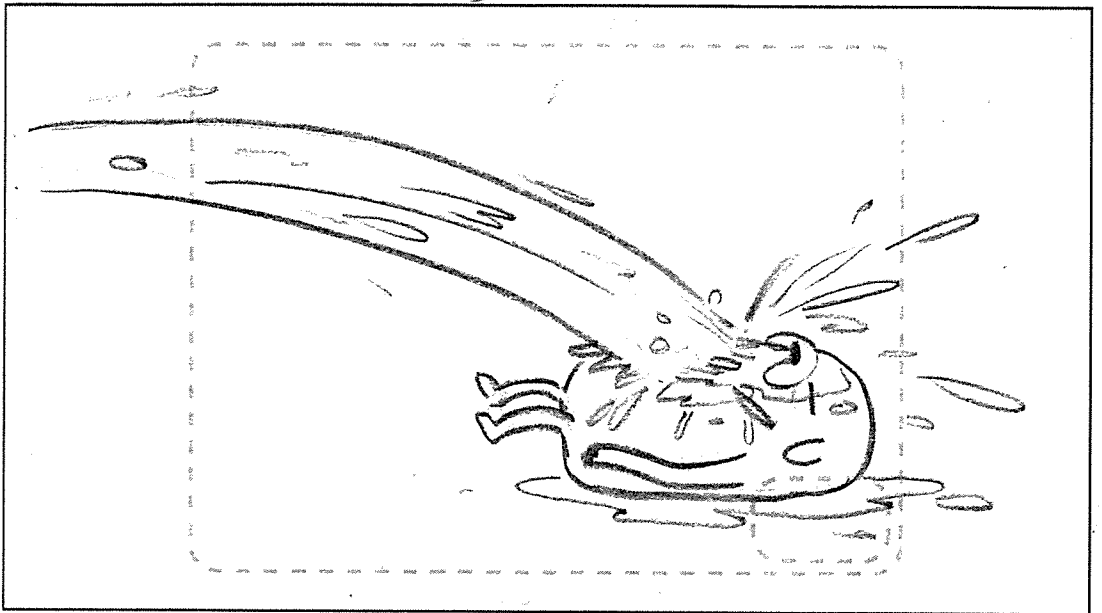
# ADVENTURE TIME



Sc. 198 Pnl. C Bg. day night



Sc. 198 Pnl. D Bg. day night



Dialog:	<u>Blap blap blap blap!</u> ~~~~~ <u>Blap blap blap blap blap!</u>
Action:	<u>Jake falls Flat on his back</u>
Timing:	

EPISODE # 100230  
Production :



# ADVENTURE TIME

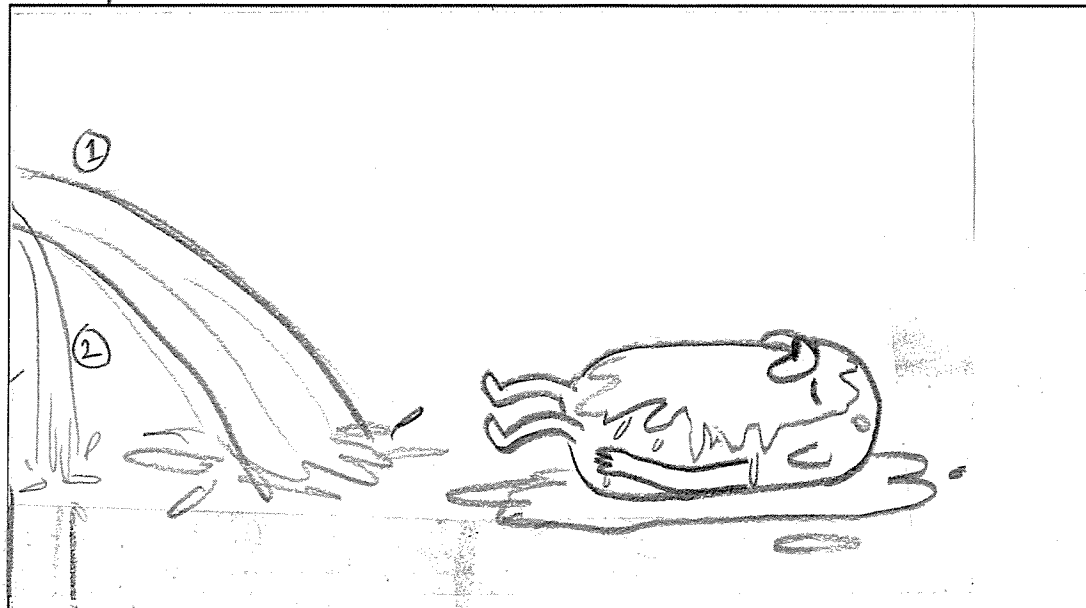


Sc. 198

Pnl. E

Bg.

day night

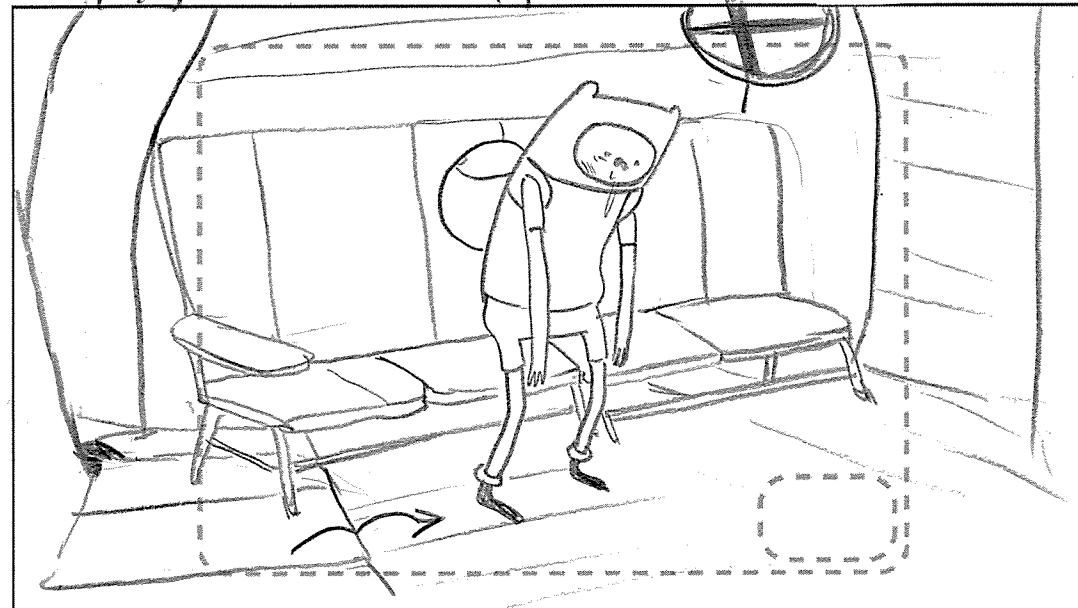


Sc. 199

Pnl. A

Bg.

day night



Dialog:

(F) Oh man. (Tiny chuckle)

Action:

puke stream loses power and recedes offscreen.

finn walks slowly to the bench.

Timing:

Production :

EPISODE #

100230

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

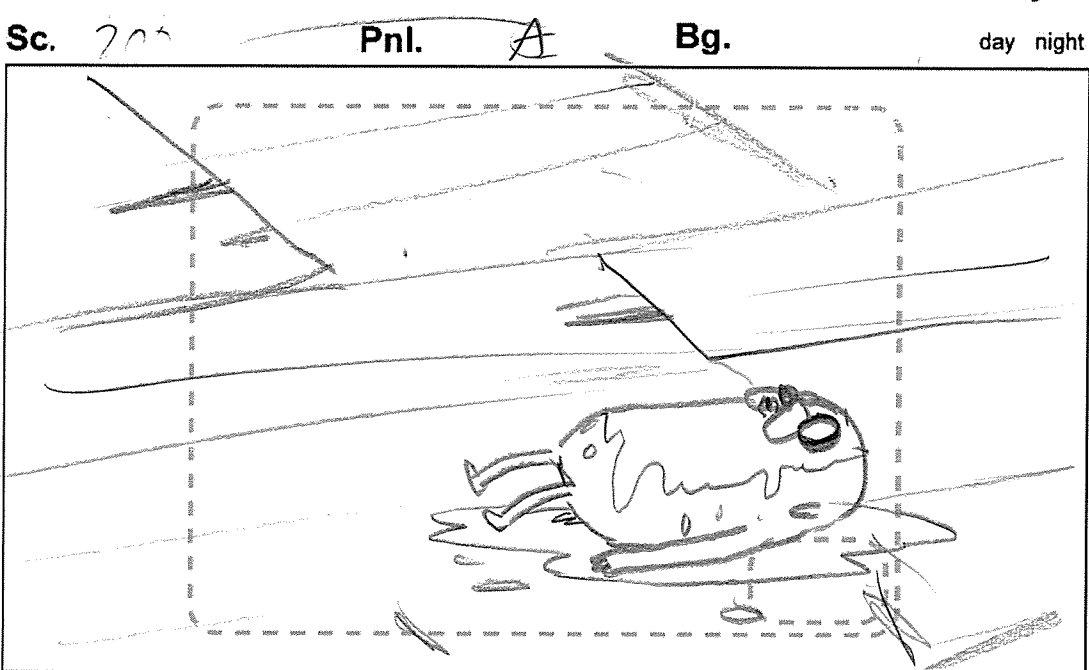
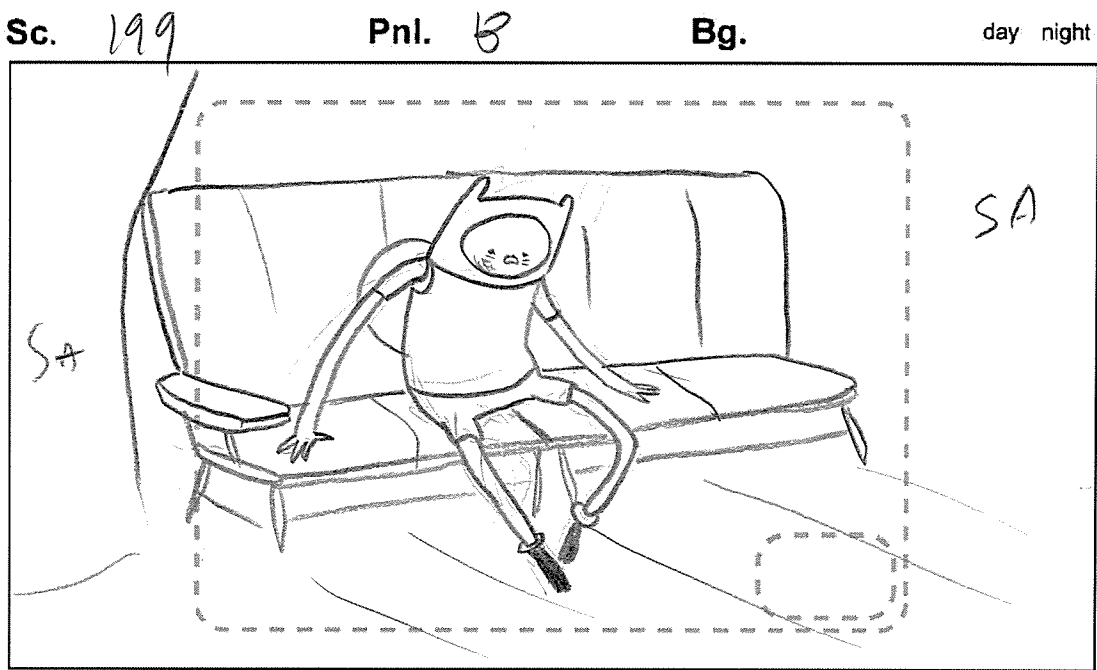
Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE # 100230

Production :

ADVENTURE TIME



Dialog:	① I feel horrible.	② POOR Finn... You sick, Guy?
Action:		
Timing:		

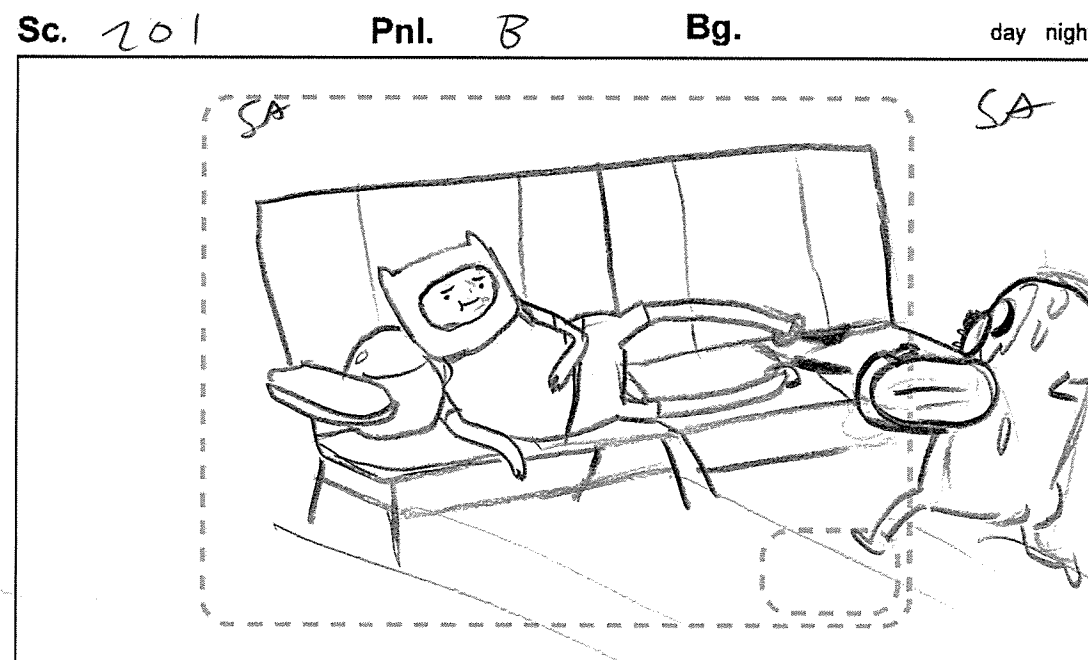
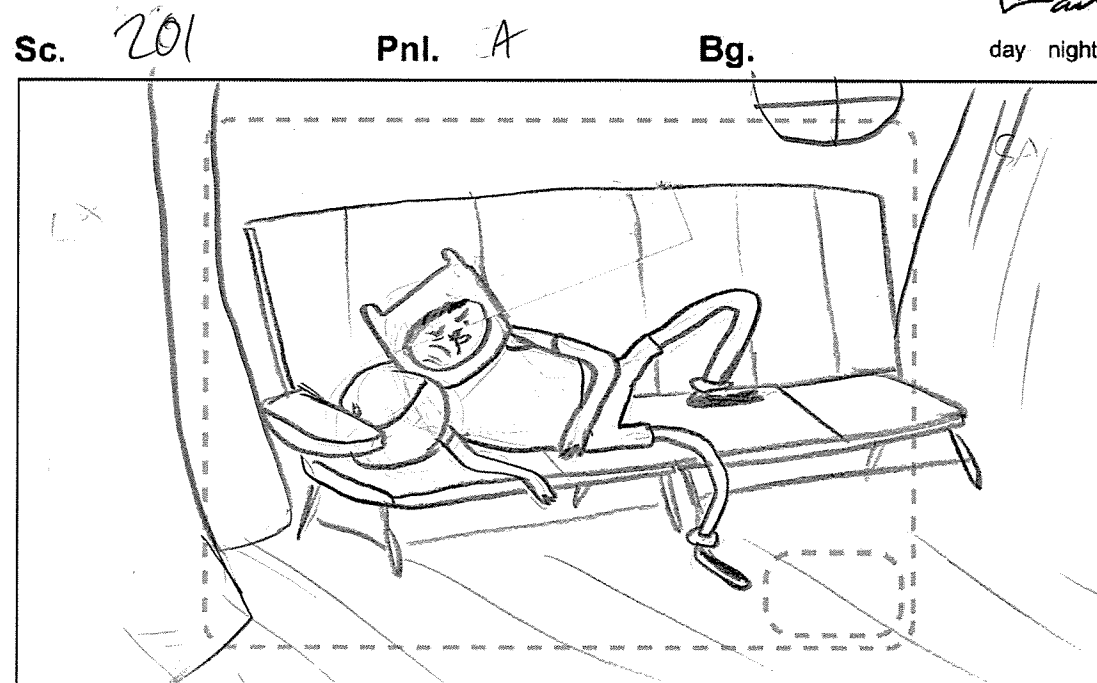
Production :  
EPISODE # 100230

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 229



Dialog:

(F) ...Yeah...

(J) I know just how to make you feel better.

Action:

Timing:

100230

EPISODE #

Production :

ADVENTURE TIME

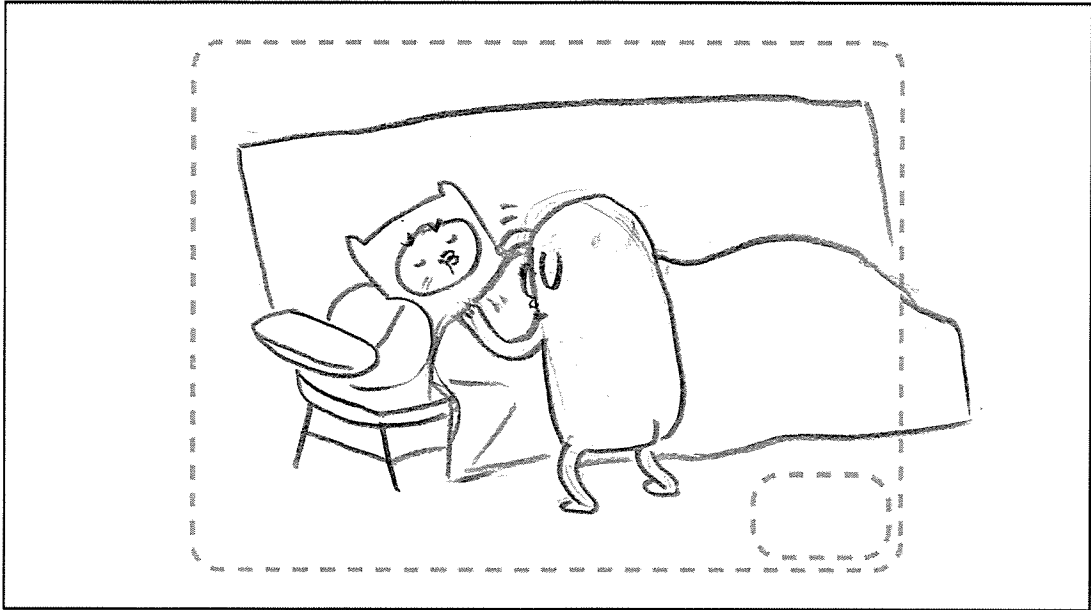


Sc. 201

Pnl. C

Bg.

day night

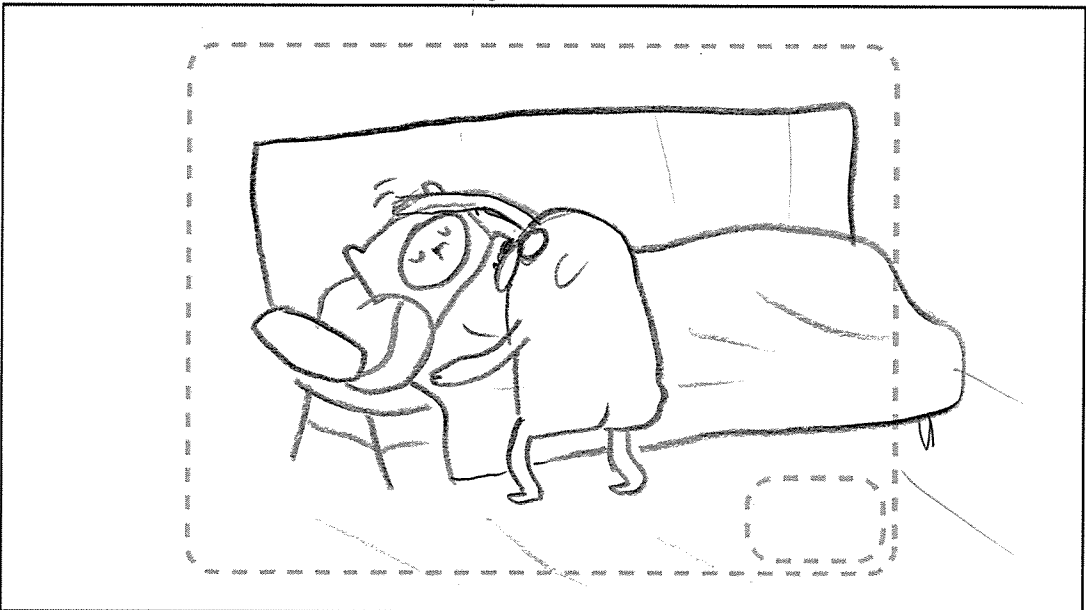


Sc. 201

Pnl. D

Bg.

day night



Dialog:

① Blankie....

① Rubbie....

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



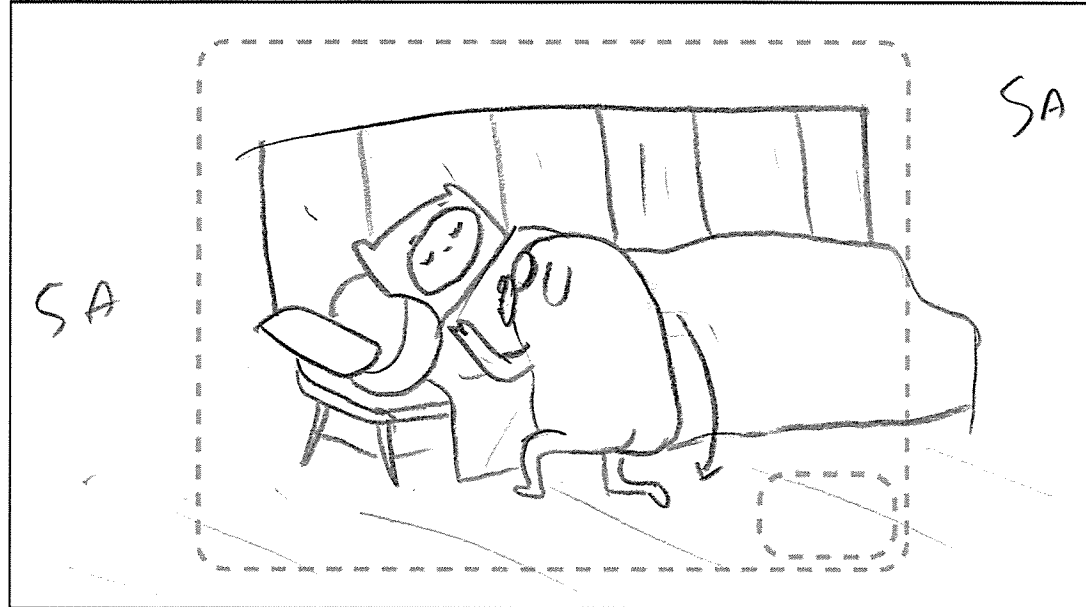
Page 231

Sc. 201

Pnl. E

Bg.

day night

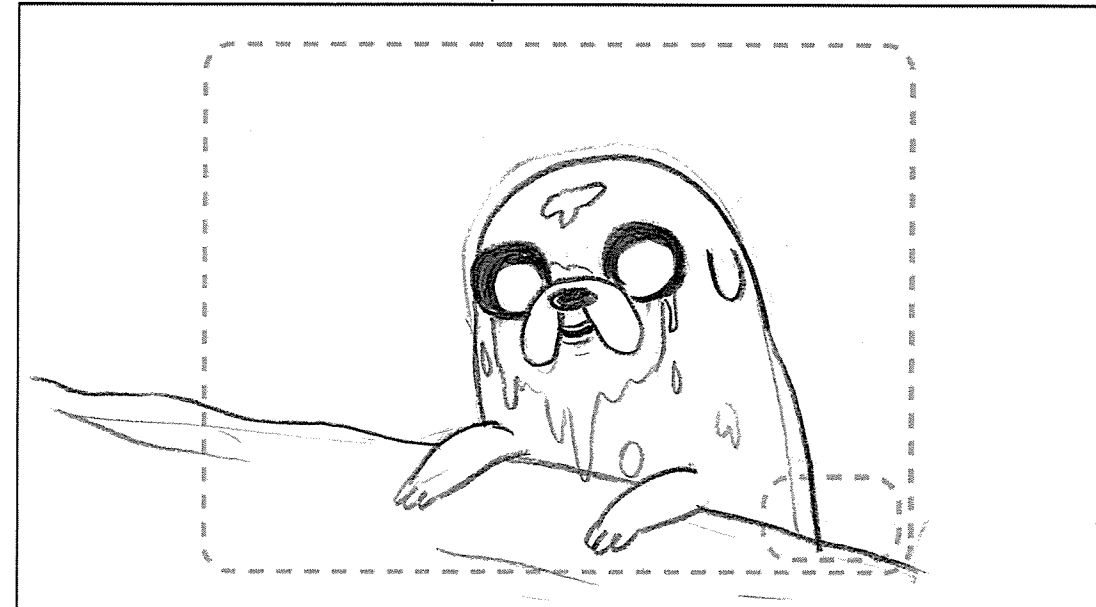


Sc. 202

Pnl. A

Bg.

day night



Dialog:

① And best of All,

① A GOOD STORY.

Action:

① Jake gets down on his knee

Timing:

EPISODE #

100230

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



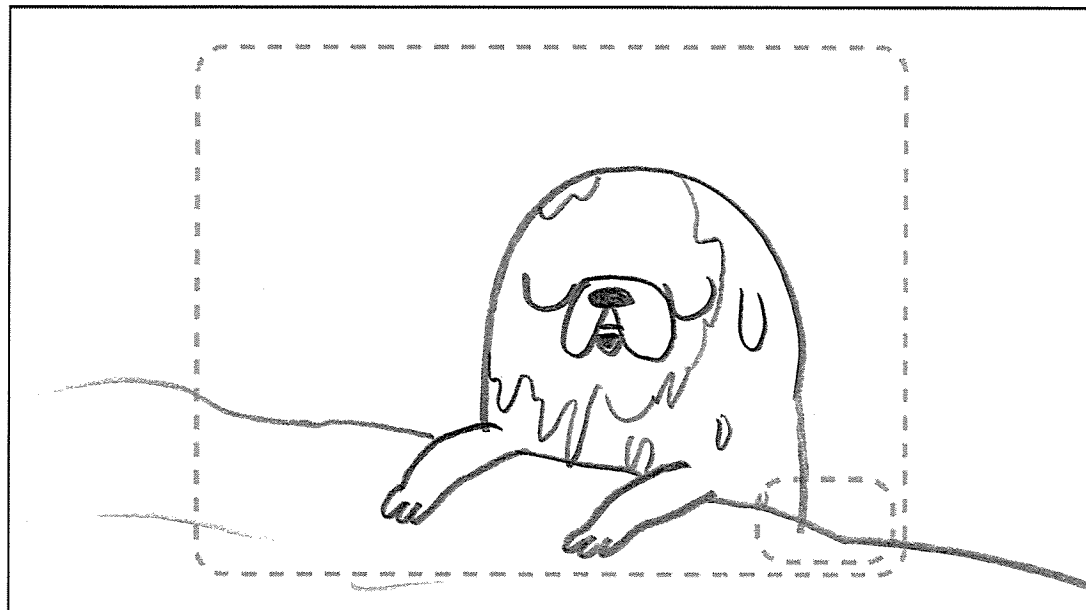
Page 232

Sc. 202

Pnl. B

Bg.

day night



Sc. 202

Pnl. C

Bg.

day night



Dialog:

① once upon a time

② (SNORE !)

Action:

Timing:

EPISODE #

100230

Production :

# ADVENTURE TIME



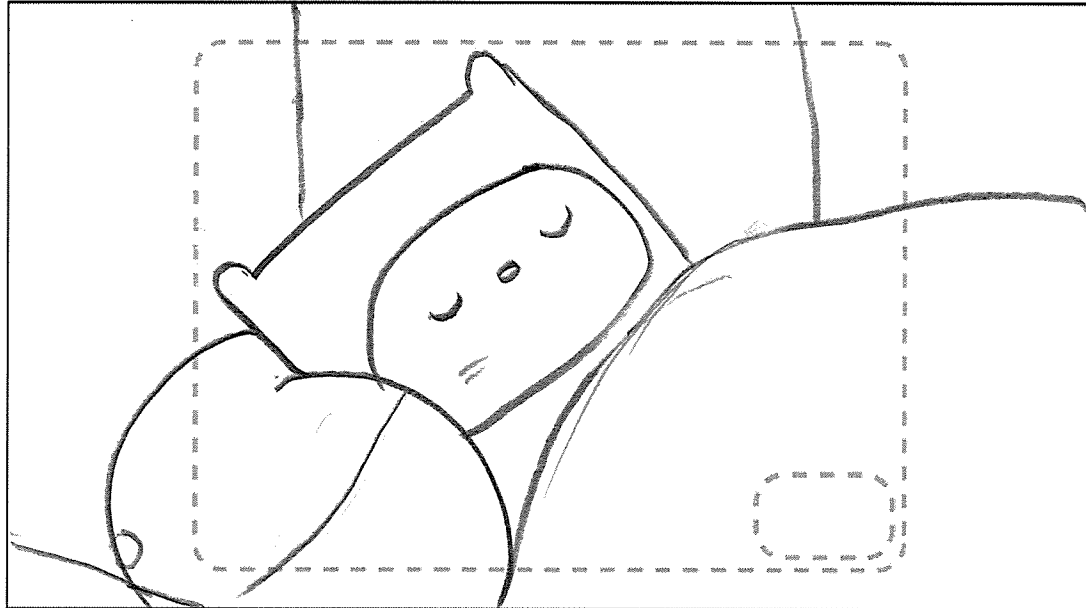
Page 233

Sc. 203

Pnl. A

Bg.

day night

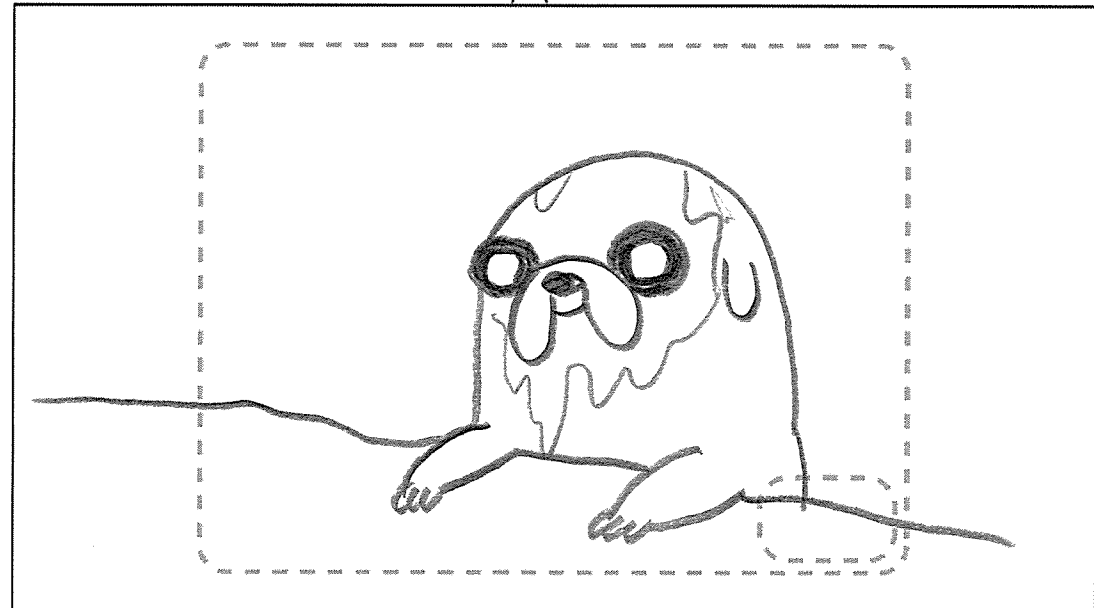


Sc. 204

Pnl. A

Bg.

day night



Dialog:

① (..Beat... ) Snore !

Action:

Timing:

EPISODE #

100230

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



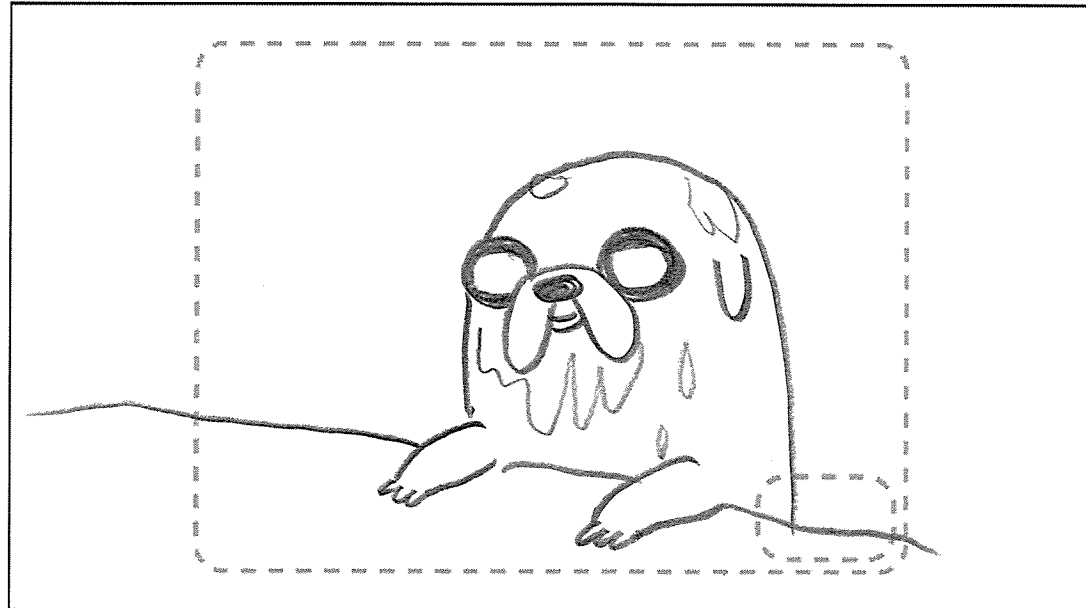
Page 234

Sc. 204

Pnl. B

Bg.

day night

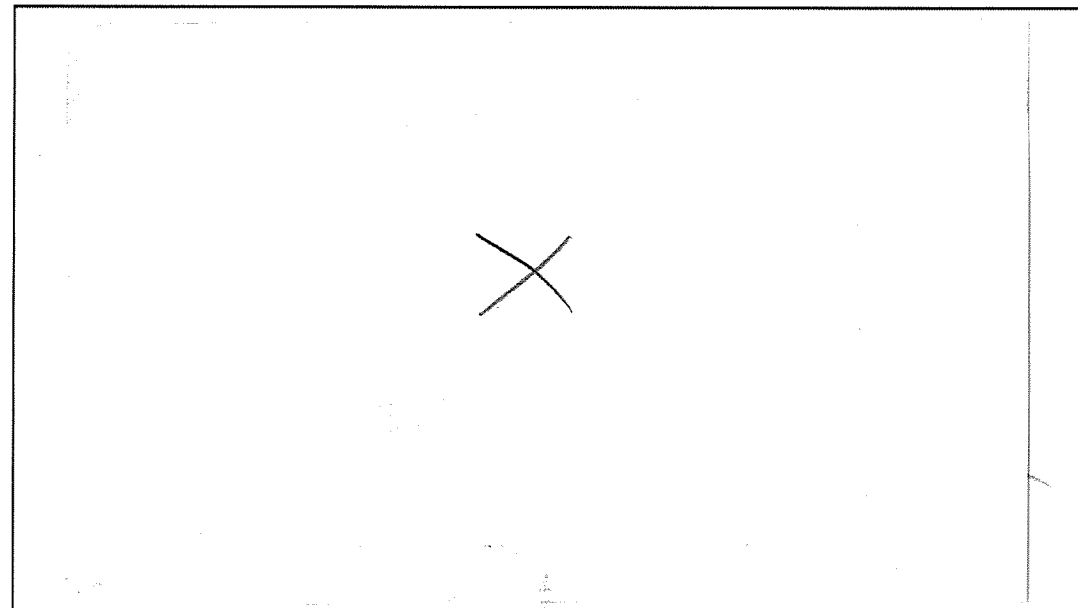


Sc.

Pnl.

Bg.

day night



Dialog:

J: the  
end.

Action:

Timing:

EPISODE #

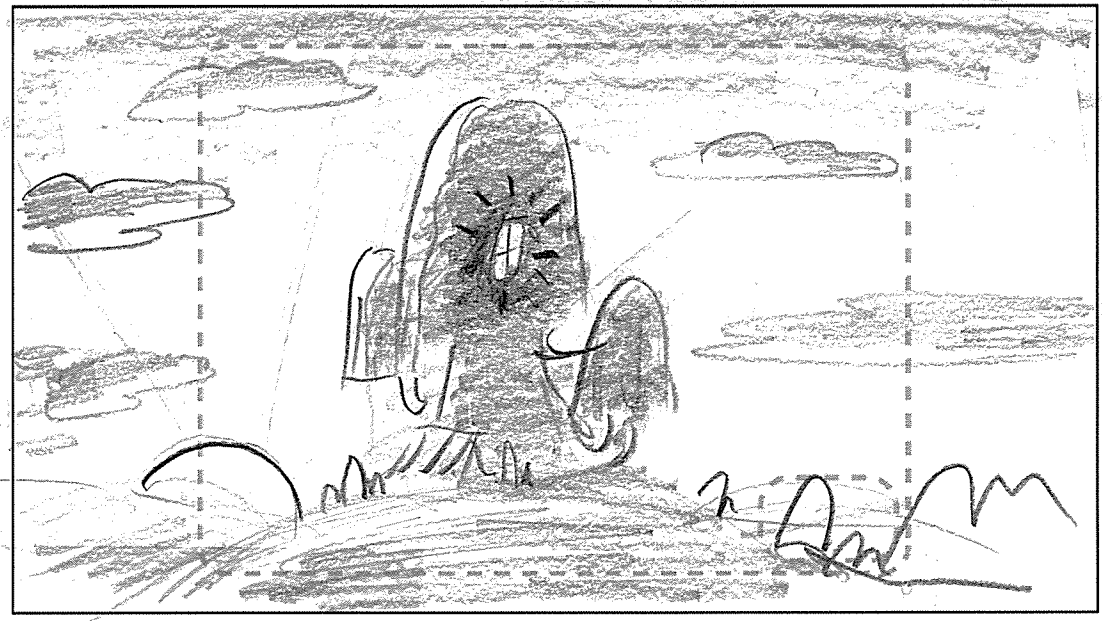
100230

Production :

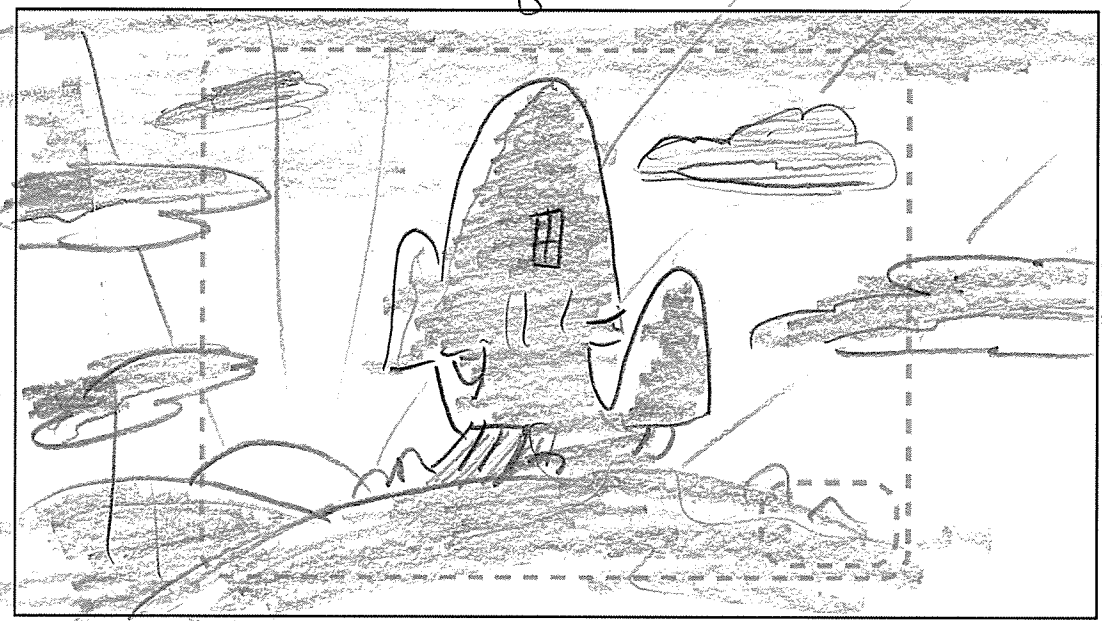
ADVENTURE TIME



Sc. 205 Pnl. A Bg. day night



Sc. 205 Pnl. B Bg. day night



Dialog:	SFX (*Click!*)
Action:	Sunrise around treehouse light in the window goes out.
Timing:	

EPISODE # 100230  
Production :